

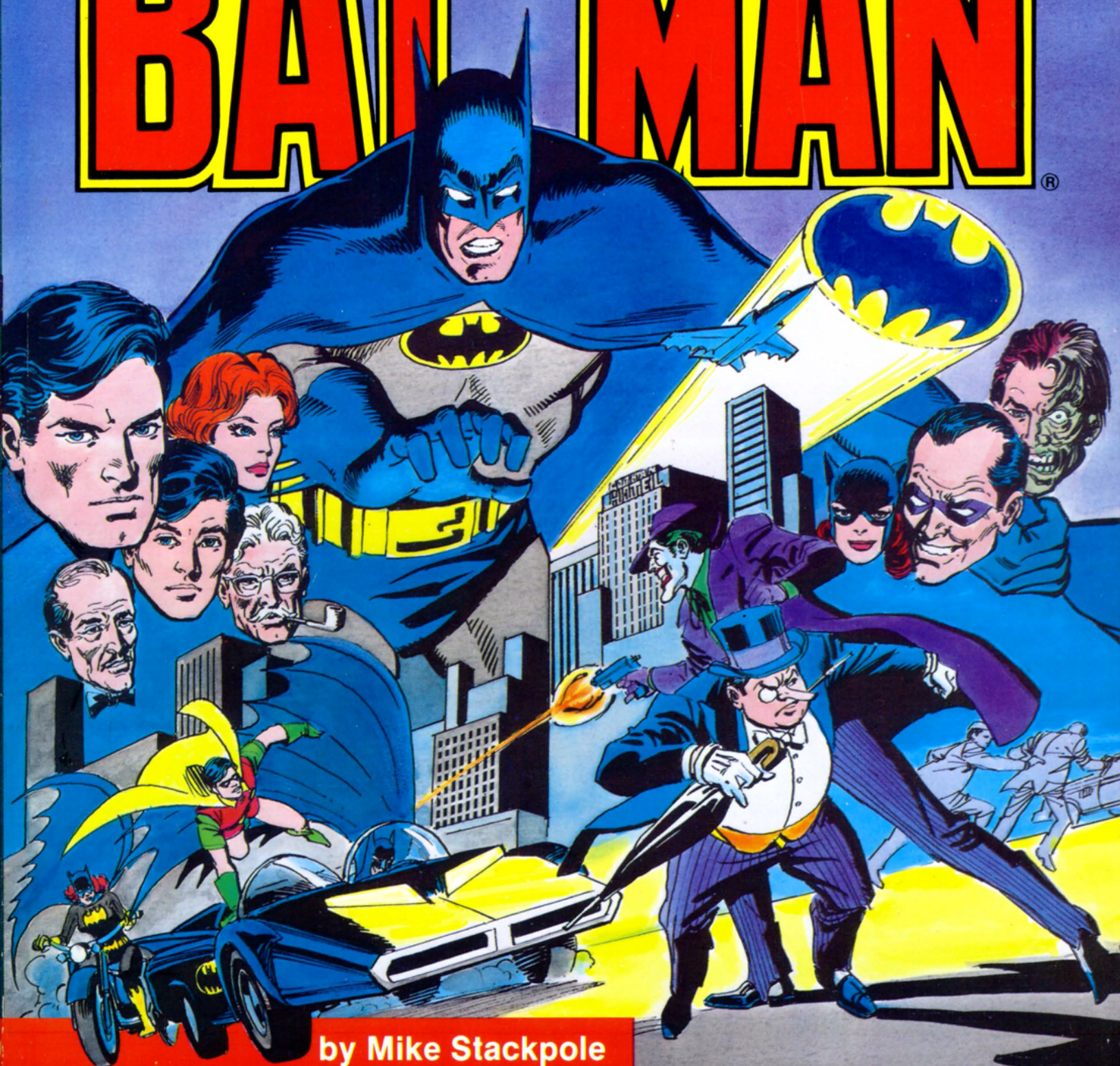


HEROES

ROLE
PLAYING
REFERENCE



BAT MAN

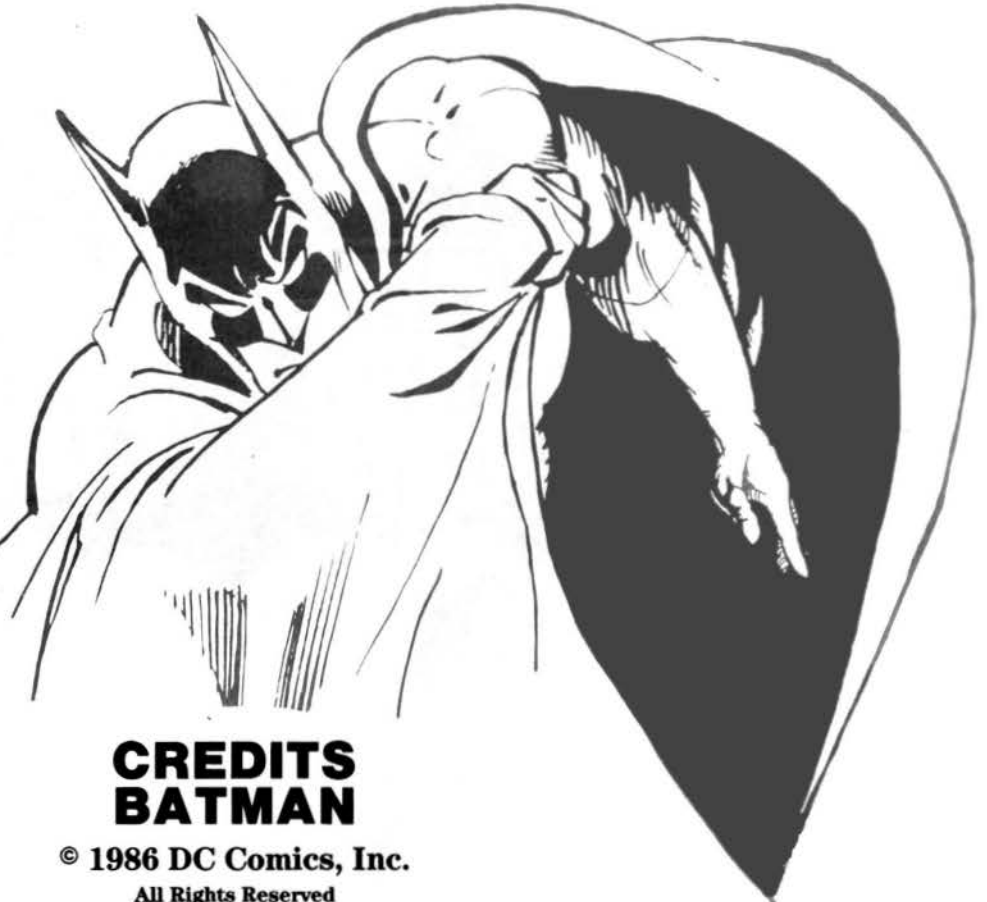


by Mike Stackpole

BAT MAN

TM





CREDITS BATMAN

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Dedication

To Richard E. Bouchard Jr.

Near the end you said that you never did anything right. Well, you shared your love for the Batman with me, and that led to this project. And that's a hell of a lot more right than most people will do in their lives. Rest well cousin, you did fine.

Acknowledgements

Bunches of people helped me complete this project and I would like to thank them. Tom Quaid lent me the last four years of *Batman* and *Detective* comics which saved me a lot of time and frustration in locating back issues. Paul Freeman of the One Bookshop in Tempe loaned me the back issues I needed from his shop, and kept an eye out so I'd not miss current issues of the comics I needed for this assignment. Ben Reid provided me information from his vast collection of *Batman* and *Detective* comics. Jimmie Walker procured for me a crucial Ra's al Ghul back issue. Jeff Daugherty helped me search for the issue where the Catwoman learned the Batman's true identity. Chris Rolls found and bought for me a dog-eared copy of *The Batman Encyclopedia* that was crucial to this assignment. Last, but certainly not least, Greg Gorden deserves my thanks for providing me with this assignment, and not complaining as I took my time completing it. Likewise, Cory Glaberson and the Mayfair editorial staff have been more than understanding. (No more half-size copies, honest.)



Preface

In planning this project I've searched my mind to figure out my attraction for the Batman. Certainly the fact that my cousin Rick (to whom this volume is dedicated) loved Batman had a big effect on me, but there is something else, something deeper that draws me.

Batman made his first appearance in *Detective Comics* #27, eighteen years before I was born. He was a dark, mysterious, grim avenger who dealt justice with his fists. Many of his earlier enemies died — the first casualties in a long war against crime. Batman was the spirit of the night, the man who struck terror into the hearts of evil-doers. He was the one they could not escape.

I read my first Batman comic in the early sixties. Every Sunday after church, my father would take us to a newsstand so he could buy the *New York Times*. My brother and I would wander over to the comic books. He always bought *Superman*, and though I read *Superman's* adventures, Batman was always my real hero. Since those early days, a Batman comic was something I could seldom pass up. The lure was strong enough to endure the snickers of others when, heaven forbid, I'd buy comic books while I was in High School and College.

In the early Batman comics, as with the TV series, I was young enough to see only the symbol; the camp humor escaped me. Later, when Batman became *the* Batman again, he captured me totally.

In *Batman and the Outsiders* #1 Batman resigned from the Justice League of America so he could rescue a kidnapped friend: a mission that was forbidden by the United Nations. *Superman*, trying to change the Batman's mind, says "But the three of us... we've always served as an example to others..."

"I never asked for that, *Superman*!" replied the Batman. "I never wanted men to imitate me — only fear me!" There is the soul of the Batman: he is a man who wants criminals to feel the same fear that he and his parents felt when they were gunned down in a dark alley.

The Batman was inhuman in his pursuit of criminals, often to the point of being merciless. He hunted his foes relentlessly, was unstoppable by normal men, and a thorn in the side of the criminal elite of Gotham City. He was a symbol, the lone champion for all people.

Another legendary point about the Batman was his ingenuity and resourcefulness. No matter how tight the situation might be, the Batman's utility belt almost always had just the tool needed to save him. If his belt was taken by an enemy the Batman was more than capable of improvising something to rescue himself from danger.

Unlike other heroes in the comic genre, the Batman was a highly trained human — not the product of an accident or a mystical ritual, but a man like the rest of us. He dedicated his life to the pursuit of criminals. He trained himself to be physically fit. He studied sciences and criminology. He chose a symbol and built a fearful legend. He made himself into a hero, the hero any of us could become if we had his drive and dedication.

I'm not one to find deep meaning in comic books, so I won't philosophize about what the Batman legend means in the real world. However, I'll stand by my earlier statement that the Batman is the hero that any of us can be. While most of us will never get that chance in real life, this book will help you with the fantasy in the *DC Heroes Role Playing Game*.

Bruce Wayne

alias Batman

Height: 6'2" Hair: Black
Weight: 210 lbs. Eyes: Blue
Right Handed

Bruce Wayne, billionaire playboy and benefactor of the Wayne Foundation, spends his evenings cloaked in darkness as Batman.

Background

Gotham City. Twenty five years ago. It was a balmy summer's evening as Dr. Thomas Wayne, his wife Martha, and their young son Bruce walked home from the theater. Their path took them through Park Row, a place soon to become known as "Crime Alley."

Suddenly out of the shadows, a lone gunman confronted them. He demanded Mrs. Wayne's jewelry, then shot Dr. Wayne. Martha Wayne screamed and the killer shot her as well. Young Bruce locked his eyes on the killer, burning the memory of the man's face into his mind forever as the killer ran away.

Bruce swore on his parents' graves to dedicate his life to bringing their killer to justice and to make war on all criminals.

The killer's name was Joe Chill.

Years later, Batman met and confronted Joe Chill, and revealed his true identity to him. Chill ran off into the night, to what he thought was the safety of his colleagues. When he told them that he was the cause of the Batman's career, they were so enraged that they killed Chill before he had a chance to reveal the Batman's identity.

After his parent's funeral, young Bruce was taken in by his Uncle Philip, who entrusted Bruce's care to his housekeeper, Mrs. Chilton. "Mrs. Chilton saved my sanity," the Batman tells Alfred. "She cared for me — comforted me — taught me honesty and integrity. In so many ways she was like a second mother to me." Bruce truly loved her. Luckily he never found out that kindly Mrs. Chilton was Joe Chill's mother.

Bruce found and apprenticed himself to a detective, Harvey Harris, so he could learn the basics of crime-fighting from an expert. However, Bruce knew that he had to be careful. He knew that Harris would contact his uncle and ask him to sway Bruce from the path he had chosen. Bruce designed a costume to keep his identity a secret from Harris. Calling the costumed boy "Robin," Harris created a persona later filled by two other boys.

(continued on page 8)



The Batman

alias Bruce Wayne

Height: 6'2" Hair: Black
Weight: 210 lbs. Eyes: Blue
Right Handed

Game Stats

DEX:	10	STR:	5	BODY:	6
INT:	12	WILL:	12	MIND:	12
INFL:	10	AURA:	8	SPIRIT:	10
INIT:	32 (42)	HERO PTS:	150		

SKILLS: (* linked)

Artist*: (Actor) 10, Acrobatics*: 10, Charisma: 15, Detective*: 12, Gadgets*: 12, Martial Artist*: 10, Military Science: 5, Scholar*: 12 [Archaeology, Criminology, Film, History, Languages (Asian, European, and Middle Eastern), Literature, Psychology, and Sociology], Scientist*: 12, Spy*: 12, Thief*: 10, Vehicles*: 10

EQUIPMENT: (See Equipment section)

Batarang, Batline, Infrared Flashlight, Fingerprinting Kit, Laser torch, Micro-cassette recorder, 6 Plastic Explosives, Rebreathing Apparatus, 6 Smoke capsules, Lockpick Tools, 12 Tear Gas pellets, Radio, 3 ACD Omni-Gadgets: 10 APs each

LIMITATIONS:

Catastrophic Irrational Attraction: Seeks justice.

CONNECTIONS:

Gotham Prison (high-level)
Gotham Police (high-level)
Gotham University (high-level)
Justice League of America (high-level)
Street (high-level)
United Nations (high-level)
Wayne Foundation (high-level)

MOTIVATION: Seeks Justice

WEALTH: Billionaire

JOB: Billionaire

RACE: Human

The Batman is a grim, shadowy figure seen only at night. He is a time-bomb that explodes in the faces of criminals, whether they are street thugs, master criminals, or supernatural monsters. Stripped down to a fighting weight, the Batman's only burden is his desire for justice. His dark vigil for bringing criminals to justice borders on a maniacal quest — he often steps outside the law in order to stop others from breaking it.

(continued on page 9)

Bruce Wayne (Continued)

The Birth of the Batman

Over the course of one summer Harvey Harris trained Bruce Wayne in everything from fingerprint identification to boxing. While Bruce could only scratch the surface of criminology in that summer, it was enough to keep his interest up and to give him a direction for his studies.

Bruce went to college, majored in Criminology and excelled at it. He also minored in Psychology so he could begin to understand the criminal mind. He wanted to know how criminals thought and what their methods were likely to be. This would be his edge as he brought them to justice. This would also be his edge for survival in his long term war with the underworld.

A law class under Professor Amos Rexford taught Wayne the difference between Law and Justice. "Law does not stop criminals," the professor said. "It only detains them for a time in prisons. Justice, on the other hand, the threat of 'eye for an eye' punishment that is meted out without mercy, stops criminals."

This was an important revelation for Bruce Wayne, who at that moment decided he needed to become more than a mere policeman. The basic function of the police was to detain those criminals they could catch. Bruce Wayne wanted to stop the criminals. He wanted justice. And the police were tied up by the law.



Bruce Wayne, Playboy

Bruce Wayne did not vanish after that moment of revelation. He became a haven for the Batman, someone to be by the light of day.

Nowadays, the identity of a rich playboy makes all sorts of excuses possible. If going on patrol means he can't make a party, he will apologize later for "forgetting" the party and make amends. At the drop of a hat Bruce can jet off to Paris or South America: a convenient cover for any prolonged action he may need to perform as the Batman.

Bruce Wayne's daily schedule is a well publicized romp. Since he is no longer involved in the day-to-day management of the Wayne Foundation, he sleeps well past noon and spends his afternoons with athletic activities.

His evenings generally involve social activity: anything from private

parties and dinner engagements to fund-raisers and cultural events. It is generally assumed he plays until dawn and then retires to begin the cycle all over again.

Bruce Wayne publicly overplays his uncaring attitude, making him seem to the world an effete, elitist snob. His actions say that he believes that money can buy anything and everything he wants, even friends and happiness. In many ways he appears oblivious to life itself, making his personality worlds apart from the Batman's.

The Wayne Foundation

Bruce Wayne also performs a more important function for the Batman. Bruce often follows up the Batman to reward virtue after the Batman has punished vice. On more than one occasion Bruce has appeared with loans or grants to victims of crime, or to those who would help fight crime.

The Batman slashes and burns; then Bruce comes in and helps to rebuild. This is an important side of Bruce Wayne to remember; it is a quiet yet powerful facet of his persona.

When he helps others he is generous yet he disdains any action which might generate publicity for himself.

Role Playing

Bruce Wayne, unlike Superman's alter ego Clark Kent, is not a social wallflower. He does not attempt to sink into the background. He allows the playboy side of himself to be readily seen and publicized. Playing him is a challenge because physically he could do something to stop a robber, yet his casual attitude about anything would prevent it. With the exception of Jason Todd's adoption battle, there is nothing that the public sees that bothers him; in private he is capable, intelligent, and intense.

Batman

(Continued)

Background

The providential appearance of the bat on that fateful night triggered a subconscious memory in Bruce Wayne of a party costume his father created several years before his death. Bruce fashioned a new costume with flowing cape, dark cowl and bat insignia. He also built the utility belt to provide all the support the Batman might need in his battle against crime.

The Batman's early career was mysterious and bloody. Many of his foes, usually ordinary gangsters, were slain, more often by the backfiring of their own plans than by the Batman's direct intervention.

Suddenly, a whole series of costumed criminal geniuses appeared to match wits with the Darknight Detective, facing the Batman with riddles and deathtraps galore. As he got more experience, the Batman seldom slew his foes during this period of his career. He was deputized by Commissioner Gordon and now turns most of his captured foes over to the police.

Psychology

Justice is the central theme of the Batman's life and career — it is his soul. Just as strong is the fear of failure and the desire to prevent the injury of innocents. On many occasions the Batman has abandoned the chase when a bystander is threatened. To him there is never a choice in this kind of matter.

The Batman has achieved the ultimate use of mind and body possible for a human being, but it is still not enough. He pushes himself beyond all human endurance because of his desire to avoid failure. He is a driven man who needs to bring justice to the world.

Early on in his career Batman did not disdain the use of guns. He used them, but only in dire emergencies. He later shifted away from killing and even warns Robin away from killing foes. He is wary of Jason Todd's use of force to save the Batman's life, but admits cruelty can only be justified when the action is done to save lives.

The Batman fully immerses himself into every situation he encounters. He has faced magical monsters and technological terrors where he coldly fights for his life. However, when deal-

ing with people on an emotional level, the Batman is all too human.

Having been alone for much of his life, he finds it difficult to open up to someone else. This is shown most clearly in his generally shallow relationships and his extreme attraction for dark and dangerous women like Nocturna and Catwoman. When he gets too close to them, his conscious/subconscious need for justice leaps to the surface, causing him to turn away from them.

Methods

Batman's methods for achieving justice follow two courses. The first course is physical. Using stealth, Batman regularly patrols Gotham City searching for crime or events that may lead to crime if left unchecked. He is easily a match for several ordinary street thugs, usually leaving their unconscious forms at a local precinct station. This physical approach is one he has to resort to in almost all cases, to the regret of those he faces. Use of his Batarang generally falls into this class.

His second approach for achieving justice is mental, the detective training that is at the Batman's core. Obviously the ability to use detective skills will be limited on a strictly combat oriented mission, but those skills can often cut the number of combats needed. Batman, learning more from a particular clue than others would, can enable a group of heroes to move more quickly to the end of an adventure. When time is of the essence, the Batman is an invaluable aide.

His encyclopedic knowledge makes him almost impossible to deceive, and he is a master of disguise and an able mimic. He can imitate a male voice after only minutes of speaking with or hearing it. On other occasions the Batman has readily adopted the guise of prisoners and master criminals. In the guise of Two Face he was able to fool the combined lords of crime, from Lex Luthor to the Joker during the "trial" to determine who killed the Batman. He regularly uses Matches Malone as an alternate identity and no one has connected Malone with him or Bruce Wayne.

Equipment

Just as dominant as Batman's desire for justice is his resourcefulness. His ability to use common items on hand as well as the equipment in his utility belt makes him an incredibly dangerous foe.

The Batman's equipment is specially developed for his war against crime and he makes extensive use of it. While all of it will be fully discussed in the Equipment section, his method of using the equipment needs to be covered here.

If the Batman is in a tight situation, he will generally use the tools in his utility belt or whatever he can get hold of to free himself. He generally uses his tools in ways that are unorthodox but not improbable. For example, his laser cutting torch was designed to melt through locks and hinges to open doors. It could also be used to weld a lock shut to trap a foe. Its beam could also be used to blind a foe or to signal Robin. Innovative use of equipment is one of Batman's major operating methods and so it should be for people playing him.

Role Playing

Above all, in playing the Batman, the origin of the Batman must always be kept in mind. The death of his parents drives him with an unholy rage. The injustice of innocents preyed upon by criminals gives the Batman much of his ferocity, and drives him towards justice for the criminals.

Paired with that is the symbol of the bat. It was chosen to strike fear in the hearts of cowardly and superstitious. The Batman accentuates this symbol by appearing and vanishing at will, scaring both criminals and his friends. On many occasions Commissioner Gordon has turned toward the Batman, only to find him gone. "He's done it to me again!" he'll comment, a chill running down his spine. And more than one criminal has frozen and started spilling information when the Batman steps from a shadow or mercilessly pursues a victim.

The Batman is a vengeful creature of the night. In combat he is devastating. As a detective he has no equal, and his prowess for escaping deathtraps is phenomenal. He is obsessed with justice, the protection of innocents and a fear of failure. He is resourceful and terrifying, fearless and realistic. He knows he is only a man, but he also knows that he can push himself up to and beyond human maximums in his crusade for justice.



"Matches" Malone

alias Bruce Wayne

Height: 6'2" Hair: Brown

Weight: 210 lbs. Eyes: Blue

Right Handed

CONNECTIONS: Gotham City Underworld (High level)

JOB: Gangster

Matches is another identity for the Batman. Matches was a thug, now dead, whose persona Batman adopted when he had to "kill off" Bruce Wayne for a short time. Matches was appropriate and since that time has been used to infiltrate the underworld.

It is known by a few individuals that the Batman has used Matches' identity, but the Batman always covers for the thug by making some comment about having kidnapped

him and replaced him. No one knows that the real Matches is dead. Dick Grayson has had to adopt the identity a few times, but only with the Batman's knowledge.

Psychology

Matches is a typical thug. He talks tough and has the annoying habit of lighting wooden matches with a flick of his thumbnail across the head of the match. Sometimes Matches is flanked by other thugs, usually other heroes in disguise.



Secret Identities

A secret identity can be a vital part of being a hero. Although it can sometimes be a pain to keep it a secret, it prevents the greater inconvenience of an arch-enemy kidnapping and/or killing the hero's loved ones. It also allows the hero some sanctuary. A hero who works for free and has no secret ID would be a hero constantly barraged by requests for aid — anything from a real emergency to rescuing a cat stuck in a tree.

The Batman's secret identity is one of the best yet worst kept secrets around. It seems those who want to know it and actively try to learn it are the ones who do not know it. Those who don't care, or don't want to know it, are the ones who learn.

Everyone who is listed as knowing does not positively know that Bruce Wayne is the Batman and that Dick Grayson was Robin. However, it is assumed that knowledge of one secret ID would lead to the logical deduction of the other.

Those who positively know:

Alfred Pennyworth
Selina Kyle (Catwoman)
Barbara Gordon (Batgirl)
Talía
Superman
Jimmy Olsen
The Teen Titans

The Outsiders
Ra's al Ghul
Hugo Strange
Nocturna
The Terminator
Silver St. Cloud
Mr. Haly

Silver St. Cloud was a woman who was very much in love with Bruce Wayne. When she met the Batman she

saw through the disguise. She left him, explaining that she couldn't live with the fact that man she loved could die at any moment on one of his nightly patrols. Mr. Haly ran the circus where the Flying Graysons worked. He knows that their son, Dick Grayson, was Robin.

Those who have the information and need only make a deduction:

Anton Knight (Night-Slayer) Man-Bat
Waldo

Croc could make a guess at Jason Todd's ID, but that deduction is unlikely.

The Batman revealed his identity to Joe Chill, the man who shot his parents. Chill panicked and ran to his criminal associates for protection. When he told them that he was the cause of the Batman's creation, they gunned him down — before he was able to reveal the secret. He and the multitude of people who have learned the Batman's secret and have died are not included in this list.

Commissioner James Gordon does not know the Batman's secret ID, and has given up any desire to "detect" it. Vicki Vale would like to learn the ID because it would represent a great scoop, but whether or not she would make this information public is in question.

The Joker has passed on a number of chances to unmask the Batman, as have the Penguin, the Riddler and Poison Ivy. As the Joker puts it, "I don't want that secret penetrated. Ever. Since it would take away my fun — the thrill of the joust with my perfect opponent!"

FRIENDS



Friends

Nightwing	12	Lucius Fox	18
Alfred	14	Catwoman	19
Robin	15	Vicki Vale	20
Comissioner Gordon	16	Julia Remarque	20
Bat Girl	17	Talia	21
Harvey Bullock	18	Nocturna	22

Nightwing

alias Dick Grayson

Height: 5'8" Hair: Black
Weight: 140 lbs. Eyes: Blue
Right Handed

Game Stats

DEX: 7	STR: 4	BODY: 6
INT: 7	WILL: 6	MIND: 7
INFL: 8	AURA: 6	SPIRIT: 5
INITIATIVE: 22	HERO POINTS: 93	

SKILLS: (* linked)

Acrobatics: 10, Charisma: 9,
Detective: 7* Gadgetry: 8, Martial
Artist: 7*, Military Science: 7*, Scholar
(History, Literature): 7*, Scientist: 7*,
Thief: 7*, Vehicles: 10

EQUIPMENT:

Combat Disk, Gas Mask, 5 Stun Bombs,
2 ACD Omni-Gadgets: 5 APs, Wrist
Rocket

CONNECTIONS:

New York Police (high level)
Wayne Foundation (high level)

MOTIVATION: Seeks Justice

WEALTH: Multimillionaire

JOB: Multimillionaire

RACE: Human

Bruce Wayne, bachelor, did not adopt Dick Grayson, but the court did make him Dick's legal guardian. After months of intensive training Dick was

given a uniform similar to the one Bruce had worn during his training with Harvey Harris. Robin was born anew.



Nightwing, the leader of the New Teen Titans, has finally become his own man after living in the shadow of Batman as Robin. His sense of justice has been bred into him by the Batman, but he seldom reaches the same irrational intensity that the Batman is constantly in.

Background

Dick Grayson is the orphaned son of John and Mary Grayson. The family, employed by Haly Circus, was an aerialist troupe called "The Flying Graysons." One night during a performance, a piece of equipment failed and Dick watched his parents fall to their deaths. Later that evening he overheard a gangster telling the circus owner, "There wouldn't be no 'accidents' if you paid us to 'protect' you."

Dick set off for the police but he was stopped by the Batman, who explained that the whole town where the circus was appearing was owned by Boss Zucco. Batman wanted to nail Zucco for murder. He confided in Dick that his own parents had been killed by criminals. Dick asked for a chance to help avenge his parents. That night Dick swore to fight crime and uphold justice.



The Batman wanted to retire him at that point, but the boy persisted and after a few tests the Batman made him his partner. From that point until Dick went to Hudson University, the Batman and Robin, the Boy/Teen Wonder, worked together on most of their adventures.

Before he adopted the Nightwing identity, Dick Grayson passed the mantle of Robin on to Jason Todd



Psychology

Dick Grayson's Robin went through two distinct phases during his time with the Batman. As the Boy Wonder he was excitable and consistently spouting horrible puns. Several villains commented on the fact that when they were captured they might have to face prison, but at least there would be no more of Robin's puns. During this time Dick had trouble with disguising his athletic ability to prevent the discovery of his dual identity. At one point the need to let off steam to the best of his abilities led him to disguise himself and go down to a park to play basketball.

As a boy, Robin was often used against the Batman. On several occasions, he was severely beaten as a way to get back at the Batman. One criminal in particular, Crazy Quilt, had a great deal of hatred for Robin, no matter who was in the costume. The Batman was forced to dissolve their partnership on many occasions because of his fears that Robin would be hurt by a particularly nasty criminal.

By the time he became the Teen Wonder his puns died off, for the most part, and his love of excitement in adventures changed into a desire to see justice done. His view of justice is not as severe as Batman's, because of the time he spent away from the Batman while in college.

At Hudson University, Robin dealt with relevant crimes, small things that affected people on a small scale, not the mega-villains he fought with the Batman. Through more contact with a peer group he moved from a desire to see justice done to a desire to right injustice. Without the resources of the Wayne Foundation to allow him to set up "programs" to accomplish these ends, Dick Grayson himself

got down in the trenches to help with some of the problems.

For a long time Dick wrestled with changing his uniform and adopting another identity. His philosophy in crimefighting had moved away from that of the Batman, and constantly being thought of as the Batman's younger partner was a major aggravation for him. He started to become his own person and his philosophies about life moved further away from the Batman's.

As Robin, Dick Grayson shared a number of adventures with both the old and new Teen Titans. During a joint adventure of the Outsiders and the Teen Titans, Robin berates Batman for giving orders, saying, "I know more about running a team than you!" Later in the same adventure the Batman says to Robin, "You lead the Titans well, Robin . . . I guess even the teacher can learn from the pupil . . . his former pupil."

"Thanks, Batman!" Robin replies, "But you know what they say: A pupil is only as good as his teacher, and I had the best there is!"

Dick Grayson has since changed his heroic identity to Nightwing. Though he has drifted away from the Batman's influence, he still loves and respects him.

Combat

The Teen Wonder is not as intimidating as the Batman, but he can be just as effective in combat. Nightwing is not as direct and powerful; he is more acrobatic, preferring to use throws and acrobatic moves rather than straight toe-to-toe punching. As he is very resourceful, intelligent, and has gained a great deal of crimefighting experience over the years, he often anticipates his foes' next moves.



Alfred Pennyworth

Height: 6'0" Hair: Black
Weight: 150 lbs. Eyes: Brown
Right Handed

Game Stats

DEX: 2	STR: 2	BODY: 2
INT: 3	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 7	HERO POINTS: 10	

SKILLS:

Artist (Actor): 2, Medicine: 2,
Spy (Connoisseur): 4

MOTIVATION: Upholds Good

WEALTH: Comfortable

JOB: Butler

RACE: Human

Alfred Thaddeus Crane Pennyworth

is Bruce Wayne's faithful butler and Julia Remarque's father. He is aware of Wayne's identity as the Batman and has posed as the Batman to aide Bruce in some of his adventures. A man of great integrity and loyalty, he would never reveal Batman's identity.

Background

On his deathbed Jarvis Pennyworth, former butler to Dr. Thomas Wayne, implored his son Alfred to take up the honorable family occupation of domestic servitude. Bound to his oath, Alfred left his Shakespearian career and went to America to serve Dr. Wayne's son Bruce.

Bruce Wayne and Dick Grayson had begun their careers as the Batman and Robin, so his presence was not appreciated. Alfred barged in the front door and told Bruce Wayne that he would be no burden and would more than fulfill his duties. Bruce did not have the heart to dismiss him immediately and Fate intervened to bind Alfred to the Dynamic Duo (see comic panels).

Alfred was introduced to the world of the Batcave, making him the first person aside from the Dynamic Duo who knew of its existence. From that day forward Alfred served two masters, Bruce Wayne and the Batman.

Psychology

Another domestic servant would have become totally unhinged after being involved in the exciting life of the Batman. Not Alfred Pennyworth: during World War II he worked with the French Resistance to free refu-

gees. He fought side by side with Mlle. Marie and they fell in love. Though he did not know it until years later, she bore his daughter — Julia Remarque.

Alfred is also something of a detective himself. While his early attempts at sleuthing proved somewhat inept, his quick thinking and training as an actor has preserved the Batman's true identity on many occasions. If Bruce Wayne needs to be seen with the Batman, Alfred usually fills the uniform with the benefit of padding. Alfred is also an invaluable research coordinator for the Batman while still maintaining Bruce Wayne's busy schedule. Explaining to any number of people why Bruce is unavailable at the moment is a task that would break a less dedicated man.

Role Playing

Alfred is a very intelligent, caring man who is devoted to his master. He is capable and unflappable except when Bruce is being hurt emotionally. The recent arrival of Alfred's daughter in Gotham City has opened up an emotional side of the butler that makes him even more devoted and compassionate toward the Batman.

In some ways, Alfred knows the Batman better than the Batman knows himself, and Alfred acts to make Bruce Wayne's dual life easier to live. Alfred will do anything the Batman asks, and is capable in combat or research.

Alfred often places himself in mortal danger to help his masters in their war against evil by decoying villains so Bruce could change to the Batman.



Robin

alias Jason Todd

Height: 5'4" Hair: Black*
 Weight: 115 lbs. Eyes: Blue
 Right Handed
 *dyed from blond

Game Stats

DEX: 6 STR: 2 BODY: 4
 INT: 6 WILL: 5 MIND: 5
 INFL: 6 AURA: 4 SPIRIT: 5
 INITIATIVE: 18 (24) HERO POINTS: 35

SKILLS: (* linked)

Acrobatics: 6*, Charisma: 5,
 Detective: 4, Martial Artist: 6*,
 Scholar: 2, Thief: 6*

EQUIPMENT:

Utility Belt, Batarang with rope, Radio

CONNECTIONS:

Circus (low-level)

MOTIVATION: Seeks Justice

WEALTH: Affluent

JOB: Student

RACE: Human

Jason Todd an ex-circus aerialist, is the new Robin. He became Bruce Wayne's ward when his parents were murdered. Dick Grayson, the second Robin, passed the name and the costume onto Jason Todd before becoming Nightwing, the leader of the Teen Titans.

Background

Like Dick Grayson, Jason's family worked in a circus as a trapeze act—The Flying Todds. The circus was the target of an extortion ring. Jason's mother, Trina Todd told Batman about the circus' trouble. She was asked to keep her eyes open as the leader of the ring was Croc, whom the Batman was after. Croc killed Trina and Joe Todd before they could reveal any information they learned, making Jason Todd an orphan.

That same night, with every villain in Gotham banding together to kill the Batman, Jason wandered through Wayne Manor and discovered the Batcave. There he donned a spare costume and hid in the Batmobile's trunk as the Batman headed for his final confrontation with Croc and the other villains after him. Jason sneaked into the building and learning that Croc had killed his parents, jumped Croc and unbalanced him enough for the Batman to finish him off.

Bruce Wayne began adoption proceedings for Jason Todd, but was challenged for Jason's custody by Natalia Knight (Nocturna). Through

political manipulation she was able to adopt Jason, but his custody was later returned to Bruce Wayne when Jason uncovered criminal evidence against Nocturna.

The Rebirth of Robin

The Batman got involved in a case against the Joker in South America and Jason was not allowed to accompany him. By the adventure's end the Joker was unsettled enough to actually try to shoot Batman, but a black-haired Boy Wonder intervened and saved the Batman.

"I found this spare costume in Robin's closet," Jason explained. "Then I dyed my hair black and . . . well, I . . . uh, I kinda found enough cash in your drawer to buy a ticket to San Mateo. I

was worried about you, see? And I wanted to prove that you didn't have to worry about me in any situation."

Batman was not pleased. "At the very first opportunity you will remove that costume," he said. "You had no right to wear it in the first place. Becoming my new partner is one thing, stealing someone else's identity is another — and one I won't allow."

The next adventure has a costumed Jason acting as the Batman's partner, but without a 'hero name.' However, when the Batman needs help he cries out for Robin. By the end of the adventure Batman and Jason are wondering what Jason should be called. Dick Grayson arrives on the scene and gives Jason his identity as Robin.



AND MINUTES LATER,
 JASON TODD
 LOOKS GREAT.



Psychology

Jason Todd's Robin is a return to the Boy Wonder without the puns. He is anxious to prove himself to the Batman as a worthy partner and as a worthy successor to Robin. Like Dick Grayson Jason uses his acrobatic ability to get him out of trouble, but he is a bit more ruthless than Dick Grayson. At one point, to force Poison Ivy to call her henchmen off Batman, Jason used her thorn garrotte against

her, to her amazement. The Batman comments, "What you did might have bordered on the cruel . . . had its purpose not been noble."

Jason is a very enthusiastic partner to the Batman. He is not dangerously impulsive, has a good head on his shoulders, and is tenacious in everything he does. He is more than an adjunct to the Batman; he is a full-fledged character in his own right.

Commissioner James Gordon

Height: 6'0" Hair: White
Weight: 165 lbs. Eyes: Brown
Right Handed

Game Stats

DEX:	2	STR:	2	BODY:	2
INT:	5	WILL:	3	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	9	HERO POINTS:	15		

SKILLS:

Detective: 5, Weaponry/Firearms: 3

MOTIVATION: Seeks Justice

WEALTH: Affluent

JOB: Police Commissioner

RACE: Human

James Gordon, Police Commissioner of Gotham City, is a close friend of Bruce Wayne and the Batman; he has not learned that they are the same person. He is Batgirl's father and is aware of her identity.



Background

Lt. James Gordon first encountered the Batman as a symbol: criminals were bound and delivered to him as a package with notes attached that were signed with a bat silhouette.

Gordon did his best to apprehend this vigilante, but Batman eluded him.



One night years later, the Batman visited Gordon. With Gordon's gun pointed at his chest the Batman explained his mission. "I love the law as much as you do, Commissioner — but if I have to bend it to see that Justice is done, I won't hesitate."

Gordon realized that they were on the same side, and the Batman was made a special police operative. Batman's persecution at the hands of the police was over.

The recent history of James Gordon's career in the police force has been anything but smooth. A corrupt mayor fired the Commissioner, wreak-

ing havoc on Gordon's health. After a brief stint as a private detective, Gordon was rehired by the mayor to prevent a political scandal from ruining the mayor. Later the mayor installed Harvey Bullock as Gordon's assistant to collect enough information on Gordon to fire him again.

The only thing Bullock succeeded in was triggering a stroke in the Commissioner. Gordon recovered, becoming friends with Bullock in the process, and helped the Batman put the mayor away.

Psychology

Commissioner Gordon has edges that only come out when he is challenged. Because he is so often a foil to the Batman, his intelligence is often easy to underestimate. Gordon's intelligence and ability are unquestionable: his rank is ample proof of that. His deductions and hunches are usually correct. During the recent infighting with Mayor Hill, Gordon showed the ability to fight back against the mayor's dirty tricks. His men are very loyal to him despite his friendship with the Batman.

Role Playing

Commissioner Gordon is a goldmine of information about all sorts of criminals. On most occasions he is instantly informed when a criminal escapes from prison; he relays that information to the Batman. His police instincts are acute, and often he will venture into dangerous situations to lead his men, instead of just ordering them. He is a very good leader, earns loyalty, and is one of the Batman's best friends.

Batgirl

alias Barbara Gordon

Height: 5'6" Hair: Red
Weight: 121 lbs. Eyes: Blue
Right Handed

Game Stats

DEX:	6	STR:	4	BODY:	5
INT:	9	WILL:	6	MIND:	8
INFL:	9	AURA:	5	SPIRIT:	8
INIT:	23 (29)	HERO POINTS:	80		

POWERS: (* linked)

Recall: 8*

SKILLS: (* linked)

Acrobatics: 10, Charisma: 8,
Detective: 10, Gadgetry: 10,
Martial Artist: 6*, Scholar: 9*, Spy: 9*,
Thief 6*, Vehicle: 6*, Weaponry: 6*

EQUIPMENT:

Batarang, Batline, Batcycle,
Gasmask, Flashlight

CONNECTIONS:

Gotham City Police (high level)
Federal Government (high level)

MOTIVATION: Seeks Justice

WEALTH: Comfortable

JOB: Associate Director of Humanities
Research and Development

RACE: Human

Batgirl is in reality, Barbara Gordon, daughter of police Commissioner James Gordon. She is an ex-Congresswoman and has a Ph.D. from Gotham State University. She has a photographic memory.

Background

Barbara created the Batgirl costume for the Policeman's Masquerade Ball (see comic panels). On the way to the party she observed Killer Moth kidnapping Bruce Wayne and she intervened to foil the kidnapping. This got Barbara to thinking about the job she had done as a hero and gave her the incentive to go on.

In the daytime she maintained her guise as a somewhat dowdy librarian, and secretly trained herself extensively in acrobatics and Martial Arts. She created a host of weapons, some based on the Batman's equipment and some of her own design.

Several of her early cases revolved around things she learned through her work at the library. As she gained experience as a crimefighter, she realized that changes had to be made in the world on a greater scale than what she was doing.

The opportunity came when her father, Commissioner Gordon, had to



step down from his campaign for Congress. Barbara, feeling that she could do more as a Congresswoman than as a crimefighter, stepped in to replace him and won the election.

While in Washington she continued her career as Batgirl. Her activities as a hero took up the time that she needed to devote to her re-election campaign, which eventually cost her her seat in Congress. She returned to Gotham to become the Associate Director of Humanities Research and Development, and is in semi-retirement as Batgirl.

Her identity as Batgirl is known to Bruce Wayne, Dick Grayson and her father. She knows Bruce is Batman and Dick is Nightwing, so presumably she has figured out that Jason Todd is the new Robin.

Psychology

Working as a hero changed Barba-

ra's personality; it brought her out of her shell and awakened her to the real world.

Batgirl is not as intense and driven as the Batman. Her first foray into crimefighting was accidental, yet the excitement of it drew her back to it. Through her adventures she learned about the world and now is directed toward helping the downtrodden. The influence of her upbringing in the house of a policeman has lent her an appreciation of not being bound by the rules that hogtie cops, but she seldom steps beyond the law in her exploits.

Combat

In combat she is devastating, often surprising large males who think they can easily smash her. She is resourceful and her photographic memory enables her to dredge up clues or related items she has read in no time. She is very much a thinker.



Harvey Bullock

Height: 5'10" Hair: Black
Weight: 250 lbs. Eyes: Blue
Right Handed

Game Stats

DEX: 2	STR: 3	BODY: 3
INT: 2	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INIT: 6 (9)	HERO POINTS: 15	

SKILLS:

Charisma/Intimidation: 4, Detective: 3,
Martial Artist: 3, Scholar: 3 (Film),
Weaponry/Firearms: 3

MOTIVATION: Upholds Good

WEALTH: Comfortable

JOB: Police Detective

RACE: Human

Harvey Bullock is the special assistant to Commissioner Gordon on the Gotham City Police Force. He assumes a gruff, clumsy attitude when at work, but at home he shows his true nature as a quiet movie buff.

Background

Bullock was a police Lieutenant who was drummed out of the department by Commissioner Gordon. Mayor Hill brought him back and appointed him as special assistant to the Commissioner as a method of spying on and annoying the Commis-

sioner. Bullock readily accepted the job because of his dislike for Gordon.

When Bullock's early attempts at publicly discrediting Gordon were cut short by the Commissioner's dirty infighting, Bullock retaliated with a cheap practical joke that triggered a stroke in Gordon.

Bullock's horror at what he did prompted him to break off his alliance with the mayor. This action re-forged his spirit and Bullock began to change. Deeply sorry about what he had done, admitting he wanted to bother Gordon but never to kill him, he became a working part of the police force.

Bullock's change was not without danger. Mayor Hill hired a number of people to kill Bullock. The closer the assassins got, the more Bullock exhibits his own skills, in one case killing a rooftop sniper who had the drop on Bullock. Bullock directly confronted Mayor Hill and was shot by him. Commissioner Gordon took up a protective vigil beside Bullock's hospital bed, signalling the beginning of their friendship.

Psychology

Bullock is a hard-bitten cop who feels for other police, and in many ways embodies the resentment of some policemen for the grandstanding of the Batman. He is a capable detective, but criminals like the Joker or the Riddler are out of his league.



Role Playing

Bullock is gruff and belligerent, yet is capable of shaking hands with someone he has just fought. When dealing with the world at large he is clumsy, usually breaking something wherever he is. However inside his apartment in East River, a run down section of Gotham, he is an introspective romantic, surrounded by memorabilia from old movies.

He treats Robin (Jason Todd) as he would a younger brother, and actually enjoys working with him.

Lucius Fox

Height: 5'11½" Hair: Black
Weight: 155 lbs. Eyes: Brown
Right Handed

Game Stats

DEX: 2	STR: 2	BODY: 2
INT: 4	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 8	HERO POINTS: 7	

SKILLS:

Scholar (Business): 5,
Weaponry (Firearms): 5

CONNECTIONS:

Gotham City (High level)

MOTIVATION: Upholds Good

WEALTH: Affluent

JOB: CEO Wayne Foundation

RACE: Human



Background

Fox rose from the Finance Division, coming to Bruce's attention by creating a portfolio management plan that improved the Foundation's cash flow.

Lucius was in France with the OSS during World War II, leaving just before Alfred arrived in 1944. Lucius's son, Tim, was involved in a raid on the Wayne Foundation Building that was sponsored by Ra's al Ghul.

Psychology

Lucius is a very serious, fiercely loyal and very capable businessman who eats and breathes enterprise. As he tells Bruce Wayne, "That's why we work so well together — I know what you need without you ever asking."

Role Playing

Lucius Fox is generally in tune with the public reaction to anything going on. He will know facts about investments and other money-making ventures and will do favors for Bruce Wayne on demand. Lucius is always there for Bruce Wayne, making sure he gets whatever he needs. Lucius does not know Bruce's secret identity.

Catwoman

alias Selina Kyle

Height: 5'7" Hair: Black
Weight: 128 lbs. Eyes: Green
Right Handed

Game Stats

DEX: 10 STR: 4 BODY: 5
INT: 8 WILL: 8 MIND: 8
INFL: 10 AURA: 7 SPIRIT: 10
INITIATIVE: 28 (38) HERO POINTS: 100

SKILLS: (* linked)

Acrobatics: 10*, Animal Handling: 8,
Charisma: 10*, Gadgetry: 8*,
Martial Artist: 10*, Scholar (cats): 8,
Spy: 8*, Thief: 10*, Vehicles: 10*,
Weaponry: 10*

EQUIPMENT:

Cat o'Nine Tails [DEX: 0, STR: 11, BODY: 4]
Uses: 6, Duration: 18
Bullwhip [DEX: 0, STR: 11, BODY: 4]
Uses: 4, Duration: 20

Grappling Hook and Line
Claw Gloves
Cat-illac

LIMITATIONS:

Catastrophic Irrational Attraction to
Cats
Minor Irrational Attraction to the
Batman

CONNECTIONS:

Street (High level)
Underworld (High level)

MOTIVATION: Thrill Seeker

WEALTH: Affluent

JOB: Adventuress

RACE: Human

Catwoman was one of the Batman's greatest foes — but one who harbored an affection toward him. She turned from a life of crime to become a professional adventurer.

Background

Selina Kyle's career as a jewel thief began after she grew bored with everyday life. Her obsession with cats prompted her to take on the guise of Catwoman, and her crimes all revolved around a feline theme. If there was an exhibit of Egyptian Cat Goddess statues, her attempt at stealing them could be expected. In fact, her capers were the inspiration for Tom Blake becoming Catman.

Catwoman and the Batman were attracted to each other when they first met. She eluded the Batman on a number of occasions because he could not bring himself to apprehend her. He perceived her as not truly evil but simply misguided.

During one of her bouts of retirement, Selina Kyle and Bruce Wayne

became lovers. They were once engaged in an effort by Bruce to bring her to the right side of the law — to "make an honest woman of her," as it were. It didn't work out.

At that point she was not aware of Bruce's dual identity. She left Bruce, later returning to avenge herself upon him.

Selina ended her crime career and became a professional adventurer to avoid entanglements with the law. Since then she has taken on many difficult assignments that fulfill her need for adventure and allow her to maintain her elegant lifestyle.

Catwoman and the Batman worked out their differences. Since then, her appearances in the saga have been to help the Batman. She is now aware of the Batman's dual identity and is in love with him.

Psychology

The Catwoman is one of the more resourceful characters in the Batman saga, seemingly blessed with the proverbial nine lives. She has escaped more life-threatening situations than would seem possible. While she is not foolish or reckless, she is a survivor.

She is involved in adventuring more for the thrill of it than for the riches she can acquire. She does not kill and on at least one occasion she bar-

gained loot away in trade for Robin's life. Only after she broke up with Bruce Wayne did she try to kill the Batman, but when she calmed down she regretted what she had done. She would not use her knowledge of the Batman's secret identity against him.

Methods

Catwoman is a master of disguise, easily good enough to fool the Batman on a number of occasions. She often adopted the guise of a servant or shopkeeper to gain the confidence of the rich, whom she later robbed.

She generally uses a whip, which has varied from a Cat o'Nine Tails to a straight bullwhip. She also uses claw gloves, for fighting and climbing. She has her own Cat-illac, a vehicle the equal of the Batmobile in some respects. She often has some sort of cat with her, anything from a housecat to a jungle cat.

Role Playing

Catwoman is very confident, even to the point of being arrogant when faced in battle. Cool under fire, she is one of the few women well suited for a partnership with the Batman. She is very protective toward her old henchmen who try to go straight, and very quick to anger when insulted because she has retired.



Vicki Vale

Height: 5'7" Hair: Red
Weight: 114 lbs. Eyes: Brown
Right Handed

Game Stats

DEX: 2	STR: 2	BODY: 2
INT: 2	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 6	HERO POINTS: 5	

SKILLS:

Artist (Photography): 3,
Weaponry (Firearms): 2

MOTIVATION: Upholds Good

WEALTH: Comfortable

JOB: Photographer/ Editor

RACE: Human

Vicki Vale, starting her career as a photo journalist for Picture News, is the one person who has tried for longer than any other to pierce the secret of the Batman's dual identity. Unlike others who have tried, her attempt appears to be more motivated now by career gain than personal gain. Early in the Batman's career, she wanted to know his identity because she was in love with him.

She left Gotham and returned years later as Editor of Picture News.

Background

Vicki's return to Gotham came on the heels of Bruce Wayne's broken romance with Selina Kyle (Catwoman — see page 19 for details). Vicki began seeing Bruce Wayne and their relationship became as close as their two careers would allow. For Bruce, Vicki was perfect in that she did not demand too much of his time because of her own career. Likewise, because Bruce made no demands that hampered her career, Vicki found him very convenient.



Their relationship quickly deteriorated. Pressure of work hampered Vicki at the same time Nocturna entered Bruce's life, and the adoption battle for Jason Todd totally consumed Bruce Wayne. The appearance of Alfred's daughter, Julia Remarque, and a number of broken dates because of the Batman's emergencies, pushed them even further apart.

Psychology

Vicki Vale is a much more mature woman than she was before she left Gotham. She is more career oriented and will brave dangerous situations to get a story. She ventured far south to Guatemala to discover the Joker's plot to take the country over, and later she trailed the Catwoman's wounded panther. Her dreams of a Pulitzer Prize gave her the courage to go on.

While she is not currently the woman in Bruce Wayne's life, she is a friend of the Batman and has done a number of favors for him on very short notice. She is Julia Remarque's boss and, though they vied for Bruce Wayne's attentions, has totally gotten over Bruce Wayne.

Julia Remarque

Height: 5'7" Hair: Black
Weight: 123 lbs. Eyes: Blue
Right Handed

Game Stats

DEX: 2	STR: 2	BODY: 2
INT: 2	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 6	HERO POINTS: 5	

SKILLS:

Artist (Photography): 3,
Weaponry (Firearms): 2

MOTIVATION: Upholds Good

WEALTH: Comfortable

JOB: Photographer

RACE: Human

Julia Remarque, is the daughter of Alfred Pennyworth. A native of France, she lives in Gotham and works as a writer for Picture News and as Vicki Vale's assistant.

Background

Julia was unaware of her relation-

ship with Alfred when she first met him. She lured him and Lucius Fox to France to kill one of them for the murder of her mother. Luckily the Batman followed his two friends to France and was able to unravel the circumstances of Mlle. Marie's death before Alfred was killed.

Alfred learned of Julia two years after she was born, and entrusted her care to his friend Jacques Remarque. When Jacques was murdered Julia was given a letter that revealed the identity of her real father. She came to Gotham and, with the help of the Batman and Alfred, she solved the mystery of Jacques' murder.

Julia took up residence in Wayne Manor, causing some initial problems between Vicki Vale and Bruce Wayne. Julia also made Jason Todd somewhat jealous with the attention Bruce was paying her, and this conflict prompted her to seek employment and move out. While she and Jason

reconciled their differences, she remained firm in her desire to leave Wayne Manor. She asked Vicki Vale for a job and got one as a writer for Picture News.

Psychology

Julia, unlike most other women in the saga, was not attracted to the Batman, but was drawn to Bruce Wayne. She did not pursue him as he was seeing Vicki Vale at the time, although when she discovered Vicki was seeing other men she made herself socially available to Bruce.

Role Playing

In many ways Julia is much like her father: contrasting beings in one body. Like both of her parents she is capable in a combat situation, both cool under fire and able to handle weaponry. She is also able as a planner, having engineered the search for her mother's killer and Jacques' killer by herself. On the other hand she is a well-mannered, caring person, as her writing has revealed. She is very thoughtful and concerned for the well being of others.

Talia

Daughter of Ra's al Ghul

Height: 5'6" Hair: Brown
Weight: 120 lbs. Eyes: Brown
Right Handed

Game Stats

DEX:	10	STR:	5	BODY:	5
INT:	7	WILL:	7	MIND:	7
INFL:	9	AURA:	8	SPIRIT:	9
INIT:	26 (36)	HERO POINTS:	85		

SKILLS: (* linked)

Acrobatics: 10*, Charisma: 9*,
Martial Artist: 10*, Spy: 7*,
Weaponry: 10*

EQUIPMENT:

Any missile weapon. Has used everything from crossbows to laser pistols.

CONNECTIONS:

International Underworld (High level)
League of Assassins (High level)

MOTIVATION: Thrill Seeker

WEALTH: Affluent

JOB: N.A.

RACE: Human

Talia is the daughter of Ra's al Ghul (see separate listing on page 42). She is quite beautiful and appears no older than her late 20's to early 30's. In reality, she was born in the early 1800's, having eternal youth granted to her by her father. She is in love with the Batman and knows his secret identity as Bruce Wayne.

Background

Talia first appeared as a hostage to Dr. Darrk, a former partner of Ra's al Ghul. The Batman rescued her from Dr. Darrk and she rewarded him by killing Darrk before Darrk could slay the Batman. Darrk did not heed her warning to move away from the Batman, saying, "Doubt [you'll shoot] my dear! You're far too sweet—" His sentence was cut off by her bullet.

Talia succeeded in winning the Batman after Bruce Wayne's breakup with Selina Kyle (see page 19 for details). Her victory did not last long because of her need to be rejuvenated by her father. At the end of the adventure concerning her rejuvenation and the apparent death of Ra's al Ghul, Talia left Bruce to discover what aging naturally felt like.

Psychology

Although Talia's first appearance suggests she is an innocent caught between her father and a foe, her later appearances quickly dispel this impression. She is shown over and over again to be competent in combat

and trickery. She cannot bring herself to fight against the Batman because she loves him.

Talia wavers between being an independent agent out for herself and a minion of her father. She regularly sets out to thwart other villains and actively helped the Batman in many battles. As an agent of her father, she helped in the development of Black Lightning as a hero.

Role Playing

Talia is a romantic assassin. She is

quite capable of killing without remorse, but falls apart when confronted by the Batman. She certainly is intelligent, capable of command and is very resourceful in pursuing anything she desires. Despite her independence, though, she is subservient to her father. She will, if forced to choose between her father and the Batman, choose her father, then immediately demand he indulge her and leave the Batman alone.



Nocturna

alias Natalia Knight

Height: 5'7" Hair: Black
Weight: 127 lbs. Eyes: Blue
Right Handed

Game Stats

DEX: 6	STR: 3	BODY: 5
INT: 7	WILL: 7	MIND: 7
INFL: 5	AURA: 4	SPIRIT: 5
INITIATIVE: 18	HERO POINTS: 55	

SKILLS (* linked):

Acrobatics: 6*, Charisma: 5*,
Martial Artist: 6*, Thief: 6*,
Scholar (Astronomy): 8,
Spy: (Connoisseur): 7*

EQUIPMENT:

1 Hatpin (AV: 0, EV: 2 RANGE: NA),
Perfume
(Mimics Persuasion subskill: 10 APs),
Plastic Explosives
(14 in necklace. Explosion of 6 APs),
4 Shuriken
(AV: 0, EV: 3 RANGE: 0 / 1-2 / 3),
Crescent Belt
(AV: 0, EV: 3 RANGE: NA),
Grappling hook and line
(STR: 8 BODY: 5 DEX: 0),
Hot Air Balloon (Flight: 4 APs)
(STR: 3 BODY: 0 DEX: 0, Duration: 10)

LIMITATIONS:

Catastrophic Irrational Attraction to
the night.
Catastrophic Irrational Attraction to
Jason Todd.
Major Irrational Attraction to Bruce
Wayne

CONNECTIONS:

Gotham City Underworld (High level)

MOTIVATION: Mercenary

WEALTH: Comfortable

JOB: Former Astronomer

RACE: Human

Nocturna is dark and dangerous, a mysterious thief who takes to the night as if it were her lover. This is what attracted the Batman to her, and what makes it impossible for him to love her.

Background

Nocturna is the adopted daughter of crime boss Charles Knight. Knight provided her with every luxury, every advantage possible, while not letting her know of his career. When he died she learned where his money came from, and met and fell in love with Knight's son, Anton.

Natalia's love of the night inspired her interest in astronomy. An accident involving a laser experiment leached all color from her skin, and made her sensitive to light. This did

not really hamper her career, but she applied to have her medical bills covered by her employer, the Wayne Foundation. Bruce Wayne's business manager, Lucius Fox, delayed the payments until he had a chance to investigate Ms. Knight's case.

Ms. Knight decided to take that which the Wayne Foundation would not give her and began a career of robbing the rich and the politicians as a form of revenge.

Natalia petitioned the Gotham adoption court for Jason Todd to become her son. She won the case, but Jason located her loot from her burglaries and has it turned over to the authorities. Jason's adoption is rescinded and he returns to Wayne Manor as Bruce Wayne's son.

She knows the secret ID of the Batman and Robin, and is in love with them both, having maternal feelings toward Jason.

Methods

Despite her romantic attitudes she is a capable combatant. Her jewelry is a vast array of weaponry, from explosive beads to shuriken-like bangles. She has a belt made of crescents, each razor sharp on the underside, that can be used to flay a foe. She has used a hot air balloon for escape.

Role Playing

Nocturna is a hopeless romantic about the night. She cannot bring herself to kill at night except in the defense of someone she loves. Her criminal motivation is to gain enough wealth to keep her in the style to which she became accustomed as the daughter of Charles Knight. She feels that since her wealth originally came from her father's crimes, she is meant to be financed by crime. She has a very gentle attitude about crime, making her more suited to robbery or blackmail than to more violent crimes.



The OUTSIDERS

The Outsiders is a group of heroes formed through the Batman's leadership. Unlike the Justice League of America or similar groups it did not have a singular purpose for its formation. The members happened to be in the same place at the same time, as chronicled in *Batman and the Outsiders* #1. In their initial encounter they worked well together, and the Batman invited them back to Gotham to help each of them learn about themselves, train them in the use of their powers or to provide them with some direction in their lives.



The Batman's sense of justice to right things in Gotham forced him take actions that alienated him from the rest of the Outsiders (see *Batman and the Outsiders* #32), causing the Batman's sepearation from the group. The Outsiders moved from Gotham to Los Angeles and the Batman rejoined the JLA in *Justice League of America* #250.

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Geo-Force

alias Prince Brion Markov

Height: 6'1" Hair: Red
Weight: 190 lbs. Eyes: Blue
Right Handed

Game Stats

DEX:	8	STR:	15	BODY:	12
INT:	7	WILL:	8	MIND:	6
INFL:	9	AURA:	5	SPIRIT:	4
INITIATIVE:	24	HERO POINTS:	95		

POWERS:

Gravity Decrease: 11,
Gravity Increase: 11,
Bio Energy Blasts: 10

SKILLS:

Charisma: 8, Scholar: 10

LIMITATIONS:

Top Flight speed of 5 APs.

CONNECTIONS:

Markovian Government (high level)

MOTIVATION: Upholds Good

WEALTH: Billionaire

JOB: College Student

RACE: Human

Geo-Force is Prince Brion Markov of Markovia. Being a blooded heir of the Markovian throne, Brion has the ability to channel the power of the Earth through his body, making him powerful enough to battle Superman.

Background

Dr. Helga Jace discovered a process by which she could infuse Earth power into the blooded heirs to the Markovian throne. When Baron Bedlam attempted a coup for the Markovian throne, Prince Brion was irradiated with this Earth power. It boosted his strength, allowed him to control gravity, gave him "lava" blasts and appears to have increased his recuperative abilities. Through his gravity control he can fly.

Geo-Force came to America after the other Outsiders helped him put down the rebellion in his home. He has enrolled in graduate courses at Gotham Community College in Earth Sciences. He has a beautiful house, built for him, nestled into a cliffside overlooking Gotham Bay.

Brion's sister was Tara Markov, also known as Terra — the girl who betrayed the Teen Titans.

Psychology

Geo-Force's attitudes are somewhat provincial and definitely born of his noble upbringing. When accosted by hoods in the street with Tatsu, both of them in civilian dress, he tells her,



"Don't worry, Tatsu, we have a similar custom in Markovia! The peasants request money and we give it to them." He then litters the street with several gold coins from Markovia.

Geo-Force has a temper and has displayed it several times. The first was an outburst where he blamed the Batman for Black Lightning's abduction by the Masters of Disaster. The second, and more sustained, rage came when Denise Harlow, a fellow student, tried to commit suicide because Professor Douglas Raeburn refused to recommend her for a scholarship unless she slept with him. Geo-Force fully intended to kill Raeburn with his bare hands until Superman was called in. They went toe to toe in what Superman described as the "Best workout I've had in ages." He adds, "Once this kid gets

some experience he'll be okay!"

Geo-Force has strong feelings of honor and duty. When the Batman shows Geo-Force that the system of justice will put Raeburn away he is embarrassed at his earlier action. When asked if he is a member of the Justice League he replies, "Even better, I am an Outsider." Geo-Force even contemplates leaving the Outsiders when his sister Tara is slain because wearing the same uniform as the one she had will remind him of her betrayal and death.

Role Playing

Geo-Force, for his noble birth, is very much a team player. He thinks well in combat situations and has made a number of heroic efforts to save team members. With each outing he gets more experience, and soon will be a very competent hero.

Black Lightning

alias Jefferson Pierce

Height: 6'1" Hair: Black
Weight: 182 lbs. Eyes: Brown
Right Handed

Game Stats

DEX:	7	STR:	5	BODY:	6
INT:	7	WILL:	5	MIND:	6
INFL:	8	AURA:	5	SPIRIT:	5
INIT:	22 (29)	HERO POINTS:	85		

POWERS:

Lightning: 12.

SKILLS:

Martial Arts: 7, Scholar: (Teaching: 6)

LIMITATIONS:

Attack Vulnerability: Cold

MOTIVATION: Upholds Good

WEALTH: Comfortable

JOB: High School Teacher

RACE: Human

Jefferson Pierce, a gold medal decathlon winner in the 1976 Olympics and a high school English teacher, became enraged by the corruption of his students by drugs. Deciding to battle the source of the drugs, a criminal organization known only as the 100, he, with the help of Peter Gambi, a tailor, created the persona of Black Lightning.

Background

When the 100 decided to oppose Ra's al Ghul's power, Ra's used his daughter Talia to work through Peter Gambi, a humble neighborhood tailor. Together they created Black Lightning's uniform and a belt that provided a force field, and allowed Black Lightning to throw bolts of electromagnetic energy.

Through a process as yet unknown, Black Lightning internalized his electrical powers.

Black Lightning managed to defeat the 100 and Tobias Whale. Once they were out of the way he fought other criminals in the slums of Metropolis. Once he fought disguised members of the Justice League of America who were testing him before they asked him to join their group. He rejected their invitation when he discovered they were wasting his time with a test.

Black Lightning continued to fight crime until an innocent bystander was killed during one of his battles. A thug with a gun, shocked by Black Lightning's power, accidentally shot

and killed Trina Shelton, a young girl. No doubt this harkened Black Lightning back to the death of Earl Clifford, a student of his the 100 slew because of Pierce's interference with a drug deal. Trina's death prompted Black Lightning's retirement and a temporary psychological loss of his power.

Black Lightning came out of retirement at the Batman's request to help rescue Lucius Fox who had been kidnapped in Markovia. When the Outsiders were officially formed as a group, Pierce moved to Gotham and secured another teaching position.

Role Playing

Black Lightning is a self confident individual, intelligent yet able to relate to his students. He has not lost his Olympic athletic edge and his martial arts and gymnastic abilities are often more devastating than his bioelectric abilities. Black Lightning has learned not to attack cold generating villains with his lightning, and has thought his way around problems villains present quickly and effectively in combat situations.



Katana

alias Tatsu Yamashiro

Height: 5'2" Hair: Black
Weight: 96 lbs. Eyes: Brown
Right Handed

Game Stats

DEX: 10	STR: 4	BODY: 5
INT: 7	WILL: 6	MIND: 4
INFL: 13	AURA: 9	SPIRIT: 10
INIT: 30 (40)	HERO POINTS: 85	

SKILLS (* linked):

Charisma: 12, Martial Artist: 10*,
Scholar: (Asiatic Languages): 7*,
Thief: 10*, Weaponry: 10*

EQUIPMENT:

Soultaker Katana sword:

DEX: 0 STR: 5 BODY: 18

Powers: Permanent Spirit Drain/Control over Victims (Limitation: Power only works on characters killed by the Soultaker. See text)

Short Sword:

DEX: 0 STR: 4 BODY: 17

(AV: 0, EV: 4, RANGE: 0 / 1 / 2)

4 Shuriken:

(AV: 0, EV: 3, RANGE: 0 / 1-2 / 3)

LIMITATIONS:

Serious Irrational Attraction (maternal feelings) towards Halo.

MOTIVATION: Seeking Justice

WEALTH: Comfortable

JOB: Japanese Book store Proprietor

RACE: Human

fire started in the battle that burned her house to the ground, killing her two children.

Tatsu, calling herself Katana, went to Markovia to kill General Karnz. She later joined the Outsiders in their fight for Markovia's freedom. Having nothing else in the world she accepted the Batman's invitation to return to America.

She and Halo live in Bruce Wayne's old penthouse atop the Wayne Foundation building. Bruce Wayne also set her up with a Japanese language bookstore in the Uptown section of Gotham. She also was charged with the duty of watching over Halo, the Batman thinking having Halo as her charge would do the same for her that having Robin did for him.

Her husband's brother Takeo returned once again, and Katana, with the Outsiders help, avenged her family. In the course of the battle she was forced to kill her husband again, as he

was possessed by the spell of the Soultaker. She used the Soultaker to kill Takeo and now keeps his soul in the blade as a form of retribution.

Methods

Katana's martial arts skills are not just centered around her sword. She is very good at unarmed combat, and has shown a great deal of resourcefulness in tight situations. She is capable of moving without sound and uses innovation when needed.

Role Playing

Katana, a trained warrior, is the sternest member of the Outsiders. She is not afraid of killing, and is somewhat clinical in her description of combat. When a horrified doctor tells her she punctured a man's lung, she replies, "That's what I was aiming for." Despite her gruffness, she cares deeply about the other members of the group and has maternal feelings toward Halo.

Katana is Tatsu Yamashiro, a small Japanese woman who is a Master of the Martial Arts., Armed with Soultaker, a cursed magical sword, she is a valuable member of the Outsiders — one who should not be taken lightly.

Methods

Tatsu Yamashiro grew up in Japan and became proficient in martial arts. She had to choose between Maseo and Takeo Yamashiro, two brothers who both loved her. She chose Maseo, which drove Takeo to sell his services to the Japanese underworld.

Tatsu and her husband Maseo led a happy life. She gave birth to twins, Yuki and Reiko. Their life was an idyllic one until Takeo returned.

Through General Karnz, Takeo had obtained two swords made by the 14th century Japanese swordsmith Muramasa. The swords, one of them cursed, drove Takeo to face his brother in a battle to the death for his wife. Soulstealer, the cursed sword, killed Maseo, trapping his soul within. Tatsu used it to drive Takeo off, but a



Halo

alias Gabrielle Doe

Height: 5'7" Hair: Blond
Weight: 120 lbs. Eyes: Blue
Right Handed

Game Stats

DEX:	6	STR:	3	BODY:	5
INT:	5	WILL:	9	MIND:	6
INFL:	7	AURA:	8	SPIRIT:	10
INITIATIVE:	18	HERO POINTS:	70		

POWERS:

Halo has several powers, each one related to a different color aura surrounding her. They are as follows:

Red Heat Vision: 9 APs
Orange Starbolt: 8 APs
Yellow Flash: 4 APs
Green Suspension: 8 APs
Blue Warp (Light Only): 8 APs
Indigo .. Attraction/Repulsion: 4 APs
Violet Unknown
Note: Each aura above also allows Halo a Flight speed of 4 APs.
White Flight: 4 APs

LIMITATIONS:

Only one power may be used at a time.

MOTIVATION: Upholds Good

WEALTH: Comfortable

JOB: High School Student

RACE: Human



Halo is Gabrielle Doe, a/k/a Violet Harper, a/k/a an Aurakle possessing a human body. She and her origin began as a mystery.

Halo was first discovered by the Batman, lying in a glowing heap amid rubble in a Markovian village. She had no idea who she was, and took her name from the Batman's suggestion. She was very disoriented and could not even remember what food was, but her powers appeared unaffected by her memory loss.

Halo, over the next series of adventures, manifested several powers, each one related to a different color aura surrounding her.

It was her reluctance to use the violet aura that led the Batman to deduce her real name might be Violet.

With a bit more detective work the Batman located her family, Sam and Margaret Harper.

Background

When Halo was returned to her parents, she learned that she was a hellion with a photographic memory. Tobias Whale, Black Lightning's old foe, told her she memorized a drug formula then took off to Europe with

Mark Denninger. She murdered Denninger, then was killed by Whale's operative Syonide. All this information did nothing for Violet's memory: she still couldn't remember anything before she met the Batman.

The Outsiders stopped Whale's interrogation of Violet, but her natural parents were shot with poison darts in the battle. As they died Violet told them that she remembered everything; they died happy. Later Violet told Tatsu she still remembered nothing, but had to give them the comfort of knowing their daughter remembered them.

Ultimately, in an effort to unlock the secrets of Halo's memories, her real origin was learned. Violet Harper was killed by Syonide in Markovia, but an alien being of light, an Aurakle, took over her body, an act which sacrificed both their memories.

She regained her memory through an encounter with other Aurakles, but chose to remain on Earth in the

body of Violet Harper and keep the name Gabrielle Doe. She is now the ward of Tatsu Yamashiro (Katana).

Methods

Halo is very much a team player. She is young and somewhat impetuous, but also capable of quick thinking. Her control over her powers does not extend beyond the use of one power at a time, and she is as vulnerable to most attacks as the next person. As the Aurakle part of her is a creature of light, she is extremely vulnerable to light control, making a villain who controls light like the old Dr. Light a dangerous foe for her.

Role Playing

Halo has shown none of Violet Harper's callous disregard for life, and has been horrified at Katana's willingness to kill. Halo is emotionally tied to Tatsu, seeing Tatsu as a mother figure. Other than the memory loss she is a teenage girl in all respects.

Metamorpho

alias Rex Mason

Height: 6'1" Hair: None
Weight: 250 lbs. Eyes: No Iris
Right Handed

Game Stats

DEX: 7	STR: 12	BODY: 15
INT: 9	WILL: 4	MIND: 3
INFL: 5	AURA: 4	SPIRIT: 5
INITIATIVE: 21	HERO POINTS: 90	

POWERS:

Force Manipulation (on self only): 8
Omni Arm: 8, Molecular Chamelion: 12

Special Information:

When using Molecular Chamelion, Metamorpho may change into *any* chemical compound without having to touch it.

If he becomes	RAPs of Power are
A Solid	the BODY.
A Gas	the Fog Power
A Liquid	the Volume (and AV/EV of the liquid if corrosive anesthetic, etc.)

SKILLS:

Charisma: 6, Weaponry: 5

LIMITATIONS:

Must wear a Rex Mason disguise when in public.

CONNECTIONS:

Stagg Industries (High level)

MOTIVATION: Thrill of Adventure

WEALTH: Comfortable

JOB: N.A.

RACE: Humanoid

Metamorpho is the most powerful member of the Outsiders. His ability to do anything is limited only by how fast his enemies are at out-thinking him. If not for his basic good nature Metamorpho would be uncontrollable.

Background

Once a normal man, Rex Mason was a soldier of fortune who was hopelessly in love with Sapphire Stagg, daughter of Simon Stagg.

Simon Stagg offered \$1,000,000 to Mason to find the Orb of Ra, an ancient Egyptian relic. Accompanied by Java, Stagg's neanderthal servant who was also in love with Sapphire, Mason found the relic. Java ambushed Mason and left him for dead in the pyramid where they found the Orb.

Java dumped Mason's body on a trap door that sunk into the ground on a series of old wheels and levers. It brought Mason to the level containing a meteorite, part of which formed the Orb of Ra. The weird radiation given off by the meteor preserved Mason's

life, but at a horrible cost. He became Metamorpho the element man.

Metamorpho became a member of the Outsiders because he happened to be in Markovia during the civil strife that included the kidnapping of Lucius Fox. He was looking for Dr. Jace, a woman scientist he hoped could cure him. He became involved with the Outsiders when he woke up in the same cell as Batman and Black Lightning.

Methods

Mason can shift the shape and molecular structure of his body. He can change to simple elements like iron, plutonium, or oxygen; or more complex compounds like anesthetic gas. In shifting the shape of his body he can become gigantic and often uses

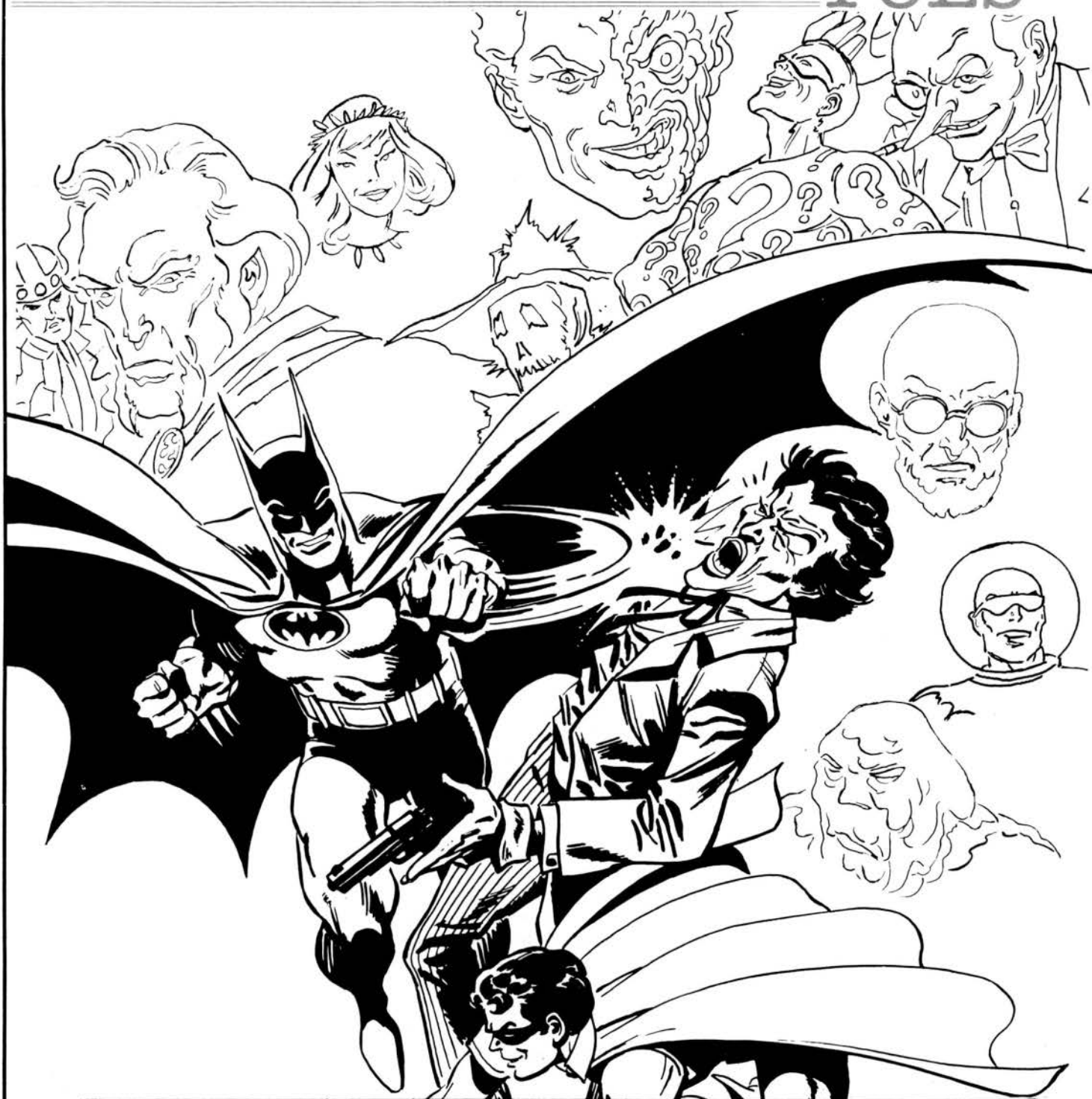
his hands or body as a shield or container to restrain foes.

Role Playing

The overwhelming nature of his power is offset by his happy go lucky attitude. Because nothing can hurt him for very long Metamorpho tends to try one solution to the problem, often a very simple and direct one, switching away from it only when it ceases to work. When he thinks one step ahead of his foes he is devastating. In one battle against the Masters of Disaster he formed a glass bubble to contain the acid rain form of one villain. She solidified and kicked her way free, making a derisive comment about Metamorpho in the process. Metamorpho instantly changed to anesthetic gas, as he had planned, and knocked her out.



FOES



Foes

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The Joker

alias unknown

Height: 6'5" Hair: Green
Weight: 192 lbs. Eyes: Green
Right Handed

Game Stats

DEX: 8 STR: 6 BODY: 2
INT: 9 WILL: 12 MIND: 5
INFL: 6 AURA: 3 SPIRIT: 3
INITIATIVE: 23 HERO POINTS: 120

SKILLS:

Artist (Actor): 5, Charisma: 10,
Gadgetry: 11, Scientist: 11 Vehicles: 5

EQUIPMENT:

Electric Joy Buzzer (Gadget that mimics Bio-Energy Blast power: 11 APs), Trick Flower (mimics Acid Power: 11 APs, 7 Charges), Joker Venom (mimics Poison Touch Power: 11 APs. Leaves victim's lips pulled back in a Joker-like grin. This Venom has been used on the tips of darts, rose thorns and the edges of playing cards that have been razor sharpened.)

LIMITATIONS:

Catastrophic Irrational Attraction to practical jokes.

CONNECTIONS:

Arkham Asylum (Low level)
Underworld (High level)

MOTIVATION: Psychopath

WEALTH: Varies (Affluent to Multimillionaire)

JOB: N.A.

RACE: Human

The Joker is aptly called the "Clown Prince of Crime." There is no more ruthless, unpredictable criminal alive than the Joker. He murders without forethought or remorse, often with the most horrible weapons. There is no doubt he is totally mad.

The Joker is brilliant and competent, but that is tempered by his madness. When annoyed he is just as likely to kill one of his henchmen as he is to break out laughing for hours on end. Detection is difficult where the Joker is concerned. Some of his bizarre actions make sense only to him, making the determination of a pattern very difficult.

Methods

The Joker is not above using violence to achieve his goals. Over the years, he has refined his method of operations. Whenever possible, he keeps a small group of thugs to do his work preferring to beat a hasty escape when the tide turns against him.

The Joker murders with a toxin

Background

The Joker began his criminal career as the mysterious Red Hood, a burglar who stole a total of \$1,000,000 over the course of a few months. He

vanished after escaping the Batman by diving into a vat of chemical waste at the Monarch Card Company. His helmet had a rebreathing device that allowed him to survive long enough to swim through a drainpipe to safety.



that contorts the face into a horrible grin as the victim dies. The toxin has been administered by injection or as a gas, and is often used on those henchmen who annoy him.

Despite his madness, the Joker is probably the most brilliant of the Batman's foes. He is an egomaniac who keeps the Batman alive so they may match wits. The Joker has placed the Batman in a large number of deathtraps — all of which have failed. Only once has he tried to simply shoot the Batman. On that occasion Jason Todd, in Robin's costume, prevented the murder.

The Joker's need for an exciting adversary has prevented him from killing the Batman outright, or even looking at his face when the Batman is captured. He has refused the opportunity to unmask the Batman on several occasions, noting it would destroy the game they play. Perhaps it is fitting that the Joker is one of the few villains who has not had his real name revealed.

The Joker's crimes are centered

around one major objective: to prove that he is the greatest criminal genius in the world. With that as his motivation, his crimes generally get organized along a theme, such as seven deadly sins or famous movie criminals. By figuring out the next clue in the series of crimes the Joker can be stopped, so he can again be sentenced to Arkham Asylum. Most likely he will escape.

The Joker has also 'risen from the grave' a number of times. It is not unusual for him to 'perish' at the end of one adventure and return months later to battle the Batman.

Role Playing

The Joker is guided by three things: brilliance, ruthlessness and madness. He is playing a game with the Batman, which means the Batman cannot be destroyed. Other criminals or even Robin are fair game, but the Batman is there to be defeated, not killed.

The Penguin

alias Oswald Chesterfield Cobblepot

Height: 4'2" Hair: Black
Weight: 230 lbs. Eyes: Brown
Right Handed

Game Stats

DEX:	2	STR:	2	BODY:	4
INT:	8	WILL:	6	MIND:	6
INFL:	6	AURA:	3	SPIRIT:	6
INIT:	16 (24)	HERO PTS:	110		

SKILLS:

Gadgetry: 10, Martial Artist: 8, Scholar (birds): 8, Vehicles: 10, Weaponry: 10

EQUIPMENT:

4 Type ACD Omni-Gadgets: 10 APs concealed in Umbrella

LIMITATIONS:

Serious Irrational Attraction: Birds

CONNECTIONS:

Arkham Asylum (Low level)

Gotham City Underworld (High level)

MOTIVATION: Thrill seeker

WEALTH: Varies (Affluent to Multimillionaire)

JOB: N.A.

RACE: Human

The Penguin is a criminal genius who has become one of the Batman's major nemeses. He makes gadget umbrellas to aid him in his crimes, which usually involve stealing bird-related treasures. His weaknesses are his excessive vanity and his constant underrating of Batman.

Background

Oswald Chesterfield Cobblepot is the little man known as The Penguin. Originally he wanted to be a crime-lord, but he discovered his size and shape made it difficult to command respect. Vanity is both the Penguin's soul and his weakness. It is the bane of his existence that his alias is taken from his odd shape, and that his refinement and education make him the butt of underworld jokes.

Methods

The Penguin's crimes often revolve around bird themes. An exhibit of Audubon paintings would attract him as easily as the plans for the Phoenix Missile. One of his most recent capers involved an attempt at selling the Russians plans for America's "Early Bird" missile warning system. To his credit, the plans he provided were fakes, but this expansion into international espionage was a change for the diminutive thief.



The Penguin is never without an umbrella. Early in his career they were very deadly devices, spitting out bullets or acid. The Penguin murdered a time or two early on in his career, but his homicidal tendencies have cooled with age. Now his umbrella gadgets are less likely to be as deadly and be a parachute, glider or boat; be bullet proof; or expend anesthetic gas and smoke.

The Penguin likes to quote Shakespeare and Keats when possible, and often speaks with alliteration. Some of his crime sprees were triggered by ridicule from other criminals. The Penguin's vanity will not allow him to be made fun of, yet his desire to prove himself has blinded him to the true

motives of the criminals who have allied with him in the past.

While many of his crimes are organized around a bird theme, seldom has he used a bird in his crimes. Most recently a robot penguin bomb was used to blow open a jewelry store.

Role Playing

The Penguin is a vain criminal whose true genius is for creating umbrella weapons to use in his crimes. His formal dress, good manners and intelligent conversation fades when apprehended, but he is not the total fop his attitude presents. When he has to be, the Penguin is as ruthless and almost as brilliant as the Joker or the Batman himself.

Night-Slayer

alias Anton Knight

Height: 6'2" Hair: Dk. Red
Weight: 190 lbs. Eyes: Blue
Right Handed

Game Stats

DEX: 10	STR: 5	BODY: 6
INT: 8	WILL: 5	MIND: 4
INFL: 9	AURA: 4	SPIRIT: 5
INITIATIVE: 27	HERO POINTS: 85	

SKILLS: (* linked)

Acrobatics: 10*, Charisma: 8,
Thief: 10*, Weaponry: 10*

LIMITATIONS:

Catastrophic Irrational Hatred of
Batman
Catastrophic Irrational Hatred of
Nocturna.

CONNECTIONS:

Gotham City Underworld (high level)

MOTIVATION: Psychopath

WEALTH: Comfortable

JOB: N.A.

RACE: Human

Night-Slayer is one of the most dangerous villains that the Batman has ever faced. Driven by his love/hatred for Nocturna, Anton Knight has murdered a large number of people and even stolen Batman's identity.

Background

When crimelord Charles Knight died, his son Anton returned to the family home and met Natalia (also known as Nocturna), Charles Knight's adopted daughter. Anton and Natalia fell in love. When their inheritance money ran out Anton began his career as the Thief of the Night.

Anton Knight was very successful, moving through the darkness like a shadow, defeating the Batman in combat several times, and always eluding him afterwards.

When Anton saw Nocturna with another criminal partner, Sturges Hellstrom, he believed they were lovers. Knight killed Hellstrom and confessed to Nocturna what he had done for her out of love. Horrified, Nocturna rejected him and his love.

Anton tried to kill himself, but stopped at the last second. He was still drawn to Nocturna. He then saw her with another man, one she really did love: the Batman. Calling himself Night-Slayer, Anton tried to kill the Batman. Nocturna shot Knight in the back to stop him, but Anton eluded



capture by slipping through the sewers. Knight was nursed back to health by a blind girl who believed he was the Batman. This put the germ of a very dangerous idea in his head.

In his next encounter with the Batman, Night-Slayer tried to shoot him. The bullet missed, but Batman received a concussion from the blast that was great enough to momentarily disorient him. Batman began babbling about his being Night-Slayer, and Anton Knight immediately exchanged his costume for Batman's. In this disguise Knight carried out a crime wave, turning the press and the police against the real Batman.

Batman returns in his right mind to defeat Anton Knight, but as usual, Knight escaped Justice. Knight showed up once more in a murder spree that led to Nocturna, but was finally stopped, captured and brought to justice by Batman and Catwoman.

Methods

Anton Knight is the one foe who can match the Batman in agility, strength and cunning. He has no compunctions against entering Killing Combat to get to Batman or Nocturna, or when dealing directly with them. He usually uses a knife, but also carries a .45 Automatic pistol.

Role Playing

He is as comfortable with the night as the Batman is. However, the fact that he sees himself as dead because Nocturna rejected him, hampers his every move.

Until his mental conflict is resolved, Night-Slayer's every action will be directed toward the murders of Batman and Nocturna. That fact, coupled with the possibility of Night-Slayer recognizing Bruce Wayne's face as that beneath the Batman's cowl, makes him potentially more dangerous than he already is.

The Riddler

alias Edward Nigma

Height: 5'8" Hair: Black
Weight: 150 lbs. Eyes: Brown
Right Handed

Game Stats

DEX: 4	STR: 3	BODY: 4
INT: 8	WILL: 6	MIND: 6
INFL: 9	AURA: 6	SPIRIT: 3
INITIATIVE: 21(29)		HERO POINTS: 100

SKILLS: (* linked)

Artist/Actor: 8, Charisma: 9*,
Gadgetry: 8, Martial Artist: 10,
Scholar (riddles and puzzles): 8,
Spy: 8*, Thief: 10, Vehicles: 6,
Weaponry: 4*

LIMITATIONS:

Catastrophic Irrational Attraction to riddles

CONNECTIONS:

Underworld (high-level)

MOTIVATION: Psychopathic

WEALTH: Varies (Comfortable to Affluent)

JOB: N.A.

RACE: Human

Edward Nigma began his life of crime when he became bored with his life as a puzzle poser with the circus. He always follows the pattern of sending cryptic riddles to the Batman, telling where his next crime will be committed.

Background

E. Nigma's first crime was in grade school. He broke into a teacher's desk and took a picture of a finished puzzle. The next day the puzzle was given to the students as a contest. By cheating he won and was roundly praised by his classmates. Convinced of his brilliance he set out to win fame and fortune through puzzles.

He operated a puzzle booth in carnivals, offering a cash prize to those who could solve a puzzle. If the customer lost, he paid Nigma. If the customer won, he got a prize. To prevent this from happening, Nigma arranged for the puzzles to be rigged in his favor.

Soon the nickels and dimes of the carnival were not enough. Edward Nigma made a career decision, deciding he was brilliant enough to fool the police and the Batman. Inspired by his own name, E. Nigma, he donned his green uniform decorated with question marks and began to pull off crimes that he would warn the police about with a riddle or puzzle



Methods

The Riddler's puzzles have ranged from crosswords to acrostics. In addition, he speaks in riddles, annoying friend and foe alike with his petty banter, much like a carnival barker. While he is less competent than the Joker, he is somewhat more difficult to deal with because of the edge he gives himself with his puzzles. Just as before he began his life of crime, the Riddler slants his puzzles for the police so that he will win.

Despite his affectation for puzzles, the Riddler is not mad. In fact, he is more practical than other criminals. He is wise enough to bring a machine gun to shoot at the Batman. He may well be playing a game with the Batman, but he is under no illusions that

the game would not be easier if the Batman were dead. If Batman were out of the picture, the puzzles would be slanted even more in his favor.

Role Playing

The Riddler is a professional criminal who needs to prove himself smarter than the police. He is somewhat vain, and announces every crime with a riddle that may or may not be fair. He is practical, willing to carry a gun to kill anyone who gets in his way.

The Riddler is not that picky about his crimes. Any caper he can describe with a riddle, no matter how obscure or distant the answer is to the crime, is a job for him. Generally he will send the puzzle to Commissioner Gordon, although he has taken out billboard advertising.

Clayface II

alias Matt Hagen

Height: 6'3" Hair: Blond
Weight: 250 lbs. Eyes: Blue
Right Handed

Game Stats

DEX: 4	STR: 6	BODY: 7
INT: 3	WILL: 3	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 9	HERO POINTS: 55	

POWERS:

Shapechange: 15 (can gain Flight by becoming a winged creature and is not limited to true creatures: he has turned into a winged horse.)

SKILLS:

Artist (Actor): 6

LIMITATIONS:

Power is only good when he takes a special serum. The duration of this serum is 48 hours (11 APs of time).

CONNECTIONS:

Streets of Gotham (low-level)

MOTIVATION: Greed

WEALTH: Struggling

JOB: N.A.

RACE: Humanoid

Clayface II's power allows him to change himself into a host of different creatures. Winged creatures, such as giant insects and mythological beasts, make escape from the Batman easy. His power has betrayed him when the Batman has tricked him into shifting to something else, exposing an impersonation as such.

Background

Matt Hagen, a professional skin diver, discovered a shimmering pool of liquid that, at first, defied chemical analysis but charged his body with strange energy. By mental commands, Hagen discovered he could change himself into anything he could think of, from mythological creatures to the image of Superman.

The shimmering pool that originally granted Hagen his powers was destroyed, but Hagen managed to analyze and synthesize the liquid. Its power lasts anywhere from 5 to 48 hours, although over the years the process has been refined so the time limit is better defined. Now the serum gives him his powers for 48 hours (11 APs of time).



Methods

Clayface II has used his power to impersonate several people, and this is where he is at his best. Through his impersonations he has learned secrets about rich and famous people in Gotham and has assumed the identity of crime bosses to fool their men.

Role Playing

Matt Hagen is not a criminal genius. The Joker once commented, "Without his powers, Clayface (II) is a blundering third-rater — incapable of matching crimes of my caliber!" While this assessment is correct, Clayface II did have the foresight to hide a bottle of the liquid on the grounds of a state prison, then got himself transferred to that prison for bad behavior.

Alone against the Batman, Clayface II will lose; in league with other villains he can be very useful and even dangerous.

Mr. Freeze

alias unknown

Height: 6'0" Hair: None
Weight: 195 lbs. Eyes: Hidden
Right Handed

Game Stats

DEX: 3	STR: 5	BODY: 4
INT: 5	WILL: 5	MIND: 4
INFL: 3	AURA: 3	SPIRIT: 3
INITIATIVE: 11	HERO POINTS: 55	

SKILLS:

Gadgetry: 10, Thief: 6, Weaponry: 5

EQUIPMENT:

Refrigerator Suit [DEX: 0, STR: 5, BODY: 4]

Uses: 18, Duration: 16

Ice Based Type CD Omni-Device: 20

LIMITATIONS:

Cannot survive in temperatures above 32 degrees Fahrenheit.

CONNECTIONS:

Gotham City Underworld (high-level)

MOTIVATION: Revenge and greed

WEALTH: Comfortable

JOB: N.A.

RACE: Human

is capable of freezing people solid, an effect which is sometimes fatal.

Background

Mr. Freeze began his career as Mr. Zero. While working on his ice gun, he accidentally became saturated with a freezing solution which now makes any temperature above freezing unbearable for him.

Mr. Freeze created a refrigerated suit that keeps his body comfortably cool. His headquarters also are kept very cold — cold enough to prompt his henchmen to wear winter clothes.

Methods

Mr. Freeze is somewhat of a tragic figure in that he is obviously more educated than most of the other criminals in Gotham City, but his affliction keeps him isolated from society. He vacillates between wanting revenge on society for his condition and an icy fury at the Batman for constantly defeating him. He uses his knowledge of cryogenics in his crimes, from simply shooting others with his ice gun or using the hyper-cold to destroy banks to using technology to create "ice zombies" who follow his every command.



Role Playing

While his crimes use cold technology, he offers no clues before he strikes, nor does he taunt the Batman. He seeks wealth, both to finance research and, probably, to buy him the elegant items he cannot share with the normal world. He is a cut above Clayface II in effectiveness, yet worlds behind the Joker or Penguin in criminal genius.

Mr. Freeze is a criminal whose knowledge of cryogenic technology makes him deadly. His ice gun

Man-Bat

alias Kirk Langstrom

Height: 6'0" Hair: Brown
Weight: 185 lbs. Eyes: Brown
Right Handed

Game Stats

DEX:	7	STR:	4	BODY:	4
INT:	1	WILL:	4	MIND:	4
INFL:	2	AURA:	2	SPIRIT:	4
INITIATIVE:	10	HERO POINTS:	55		

Note: When in human form, Langstrom's STATS are all 2 except for INT: 1, WILL: 4, MIND: 4, and SPIRIT: 4

POWERS:

Active Sonar: 10, Flight: 7

SKILLS:

Acrobatics: 8, Scholar (Bats): 10

LIMITATIONS:

Irrational Fear for daughter's safety while in Man-Bat guise.

CONNECTIONS:

Gotham City (low-level)

MOTIVATION:

Seeks Justice

WEALTH:

Comfortable

JOB:

Museum Curator

RACE:

Humanoid

Kirk Langstrom was a museum employee who specialized in the study of bats. He felt that by distilling some glandular extracts from live bats he could develop the ultra-sensitive hearing bats possessed. He drank the extract and began changing: his arms became wings, his ears grew up, his voice shifted higher, his eyes became photosensitive and his hearing became quite acute. He became the Man-Bat.

Background

The Man-Bat did not oppose the Batman as much as he fought around him to get the materials he needed to make an antidote. The Batman managed to give both Langstrom and his fiancée, Francie, Lee enough antidote to cure both of them, and from that point forward both were doomed to taking pills every day to keep the metamorphosis from occurring.

For a short time Man-Bat pursued a career as a detective and crime fighter, but he returned to his studies because it provided a bit more stability for his family. He has since changed into the Man-Bat only when under extreme stress.



Methods

Perhaps the most dangerous aspect of Man-Bat, aside from his abilities at night and his tremendous strength, is his knowledge of where the Batcave is. He has roosted there on two separate occasions and has visited it a number of times. Luckily, Kirk Langstrom seems to remember little of his adventures as Man-Bat or

he could cause a great deal of trouble for the Batman.

Role Playing

Man-Bat is something of a wild card. He's not evil, merely obsessive concerning his daughter. He is a foe whose physical abilities tax the Batman to his utmost. Locating Man-Bat is not difficult—defeating him is.

Deadshot

alias Floyd Lawton

Height: 5'11" Hair: Brown
Weight: 175 lbs. Eyes: Brown
Right Handed

Game Stats

DEX: 14	STR: 4	BODY: 5
INT: 8	WILL: 6	MIND: 6
INFL: 3	AURA: 3	SPIRIT: 3
INIT: 25 (39)	HERO POINTS: 65	

SKILLS: (* linked)

Gadgetry: 8, Martial Artist (Attack Advantage): 14*, Thief: 7, Weaponry: 14*

EQUIPMENT:

Silenced Wrist Guns
(AV: 0, EV: 4, RANGE: 0-3/4/5, AMMO: 40)
Range Scope Gadget
Mimicked Powers —
Telescopic Vision: 9, Thermal Vision: 8.
Two Reload Packs in Belt
Grappling Hook and Line
(DEX: 0, STR: 8, BODY: 5)
Uses: 1, Duration: 8

LIMITATIONS:

Irrational Attraction to the use of Trick Shots

CONNECTIONS:

Gotham City Underworld (high-level)

MOTIVATION: Mercenary

WEALTH: Comfortable

JOB: Mercenary

RACE: Human

Floyd Lawton's incredible skill with weapons of all sorts prompted him to become a killer for hire. He is now Deadshot, a foe who could quite easily kill the Batman.

Background

Deadshot's career began in Gotham City as a tuxedo-clad crimefighter wearing a black face-mask. His expertise with handguns let him use trick shots to defeat his foes without hitting them. Endorsed by Commissioner Gordon Deadshot quickly rose to rival the Batman for the affection of Gotham City.

This was all according to Lawton's plan by which he could become a crime lord in Gotham. The Batman tricked Lawton into confessing in front of Commissioner Gordon and that ended his career as a crime fighter.

Since that time Deadshot has adopted new equipment and has become a killer for hire. Two of his targets in the past have been Bruce Wayne and Julia Remarque, but he was unsuccessful in both attempts. The attempt on Wayne's life was prompted by Gotham City politics and the Batman helped Deadshot escape from prison, where his life was in jeopardy, in return for incriminating his employer.



Methods

Deadshot is very good at what he does. If he would ever back away from "trick" shots and just kill his target he would be much more successful. As it is he tries for finesse, pitting his skill against those of his targets. He could simply point his gun directly at his target, but that wouldn't give him the satisfaction of the use of his skill.

Croc

alias Waylon Jones

Height: 5'8" Hair: None
Weight: 268 lbs. Eyes: Red
Right Handed

Game Stats

DEX: 8	STR: 8	BODY: 8
INT: 4	WILL: 4	MIND: 4
INFL: 4	AURA: 3	SPIRIT: 5
INITIATIVE: 16	HERO POINTS: 55	

SKILLS:

Charisma: 14, Weaponry: 8

LIMITATIONS:

Irrational Need for Privacy
Hatred of all normal Humans

MOTIVATION: Power Lust

WEALTH: Struggling

JOB: N.A.

RACE: Humanoid

Background

A former alligator wrestler, Croc worked his way into the underworld as an enforcer. Wanting to become a crime lord, he went to Gotham and found where the true power was — the powers behind men like Boss Thorne or Tony Falco — at the Tobacconist Club. Croc murdered Squid, a Gotham crime boss, and approached the Club, telling them he's filled the vacuum left by the Squid's death. The club agreed to work with him.

The Batman's investigation led to Croc's home where he was discovered by Croc, who went berserk. Croc's apartment was destroyed and their battle rolled into the sewers. Croc was finally apprehended after he killed Jason Todd's parents.

Methods

Croc is an immense individual who can crack an alligator's spine with his bare hands. He has a significant knowledge of firearms and a certain ability with them. He is a tough fighter, but



not as quick as he would like to be.

He is a forceful being; he will take what he wants and keep it by strength of arms.

Role Playing

Croc is gruff and threatening. He does not like crowds and disdains the horror he sees in other's eyes when they look at him. He described himself as a sideshow freak, yet he obviously hates being described that way. Anyone who annoys him, or even touches him, is in jeopardy of being killed.

Croc will want to go one on one with the Batman, as their last fight was disrupted and did not come to a fair conclusion. After that his goal is to become crime boss of Gotham.

Croc an incredibly strong, frightening looking man killed Jason Todd's parents in his rise to crime lord status in Gotham. Possessed of a Berserker fury when his privacy is breached, Croc very nearly killed the Batman.

Cat-Man

alias Thomas Blake

Height: 6'0" Hair: Brown
Weight: 179 lbs. Eyes: Green
Right Handed

Game Stats

DEX: 12	STR: 5	BODY: 5
INT: 8	WILL: 5	MIND: 5
INFL: 12	AURA: 6	SPIRIT: 6
INIT: 32 (44)	HERO POINTS: 95	

SKILLS (* linked):

Acrobatics: 12*, Martial Artist: 12*,
Thief: 12*, Weaponry/Firearms: 12*

EQUIPMENT:

Costume made of magic cloth

Catarang [DEX: 0, STR: 0, BODY: 10]

Uses: 12, Duration: 12

Cat Claws [DEX: 0, STR: 6, BODY: 8]

Uses: 12, Duration: 12

Grappling hook and line

Catapult (in boots)

Mimicked Power Jumping: 4 APs

Uses: 4, Duration: 4

LIMITATIONS:

Irrational belief in his own immortality
if he is in his costume.

CONNECTIONS:

Gotham City (High level)

MOTIVATION: Mercenary

WEALTH: Affluent

JOB: N.A.

RACE: Human



Thomas Blake, taking Catwoman as his inspiration and wearing a costume that gives him the "nine lives" of a cat, has become a crime lord who has seemingly died after confronting the Batman on a number of occasions, only to come back to life again.

Background

Thomas Blake was a big game trapper who caught animals for zoos. When it held no more of a challenge to him he retired. His retirement ended prematurely when he gambled away his entire fortune. Bruce Wayne once joked that both of them should become crimefighters, but Blake figured he could never compete with the Batman. Instead he decided to oppose him, putting the challenge of hunting back into his life.

Blake took Catwoman as inspiration and combined that with his own knowledge of big cats to become a crime king, the Cat-Man. In piecing together his costume he incorporated a piece of cloth that held an African cat fetish. The cloth supposedly conferred nine lives on the wearer,

and the Cat-Man has put that legend to the test time and time again. Apparently, the legend has held up.

Methods

Cat-Man is the one foe who "dies" and reappears with maddening regularity. His crimes all revolve around cats, from art exhibits and treasures to crimes inspired by "cat" fiction. His penchant for cat crimes has led to the mistaken impression that it is Selina Kyle (Catwoman) who has committed these crimes.

Cat-Man created a number of weapons to help in his crime career. Aside from the Cat-car and Catamaran, he has a serrated Catarang and a clawed Cat-line for climbing. His boots also have compressed metal coils in the heels to catapult him great distances. He's also used a "Cat's cradle" net/snare to trap the Batman or Robin on numerous occasions.

Blake relies a great deal on the

mystical power in his costume, and it is his blind faith in that power that makes him a dangerous foe. Because he believes that no harm can come to him while wearing it, he takes risks he might think better of at another time. The only injury he has sustained in his career is the scar on the side of his face where a blast of steam hit him after the Catwoman tore a small portion of his mask away.

Role Playing

Thomas Blake steals for money and a chance to defeat the Batman. In many ways the trophy of defeating the Batman is first in his mind or else he wouldn't go for so obvious a Modus Operandi as cat crimes. Stealing the plans for a new type of "CAT" scanner would be right up his alley. His ultimate fate when tracked down by the Batman would most likely be another "death" from which he could rise again.

Professor Hugo Strange

Height: 6'2" Hair: Bald
Weight: 210 lbs. Eyes: Blue
Right Handed

Game Stats

DEX: 9	STR: 5	BODY: 5
INT: 9	WILL: 10	MIND: 4
INFL: 8	AURA: 8	SPIRIT: 8
INIT: 26 (35)	HERO POINTS: 95	

SKILLS: (* linked)

Artist: 5, Gadgetry: 10,
Martial Artist: 9*, Medicine: 9*,
Scientist: 20, Spy: 5, Thief: 8.

MOTIVATION: Psychopath

WEALTH: Wealthy

JOB: N.A.

RACE: Human

Hugo Strange began his career as a master criminal. He used his knowledge of science to aid his criminal endeavors, creating huge man monsters who serve as his henchmen time after time.

Background

Strange began his criminal career by engineered robberies. When faced with the Batman's interference he captured the Batman, but lost the fight to the Masked Manhunter. Over the next several encounters Strange tried to kill the Batman, and the Batman believed he has killed Strange.

Most recently, though, Strange has become truly mad, lost in his obsession to take over Bruce Wayne's secret identity as the Batman.

Methods

Professor Hugo Strange is an extremely resourceful man. He has used yoga to fake his death on a number of occasions. Strange then was able to duplicate Wayne Manor and the Batcave in every detail, even as far as making murderous robot doubles of Alfred and Dick Grayson to confuse Bruce Wayne and made him think he was going mad. He generally creates elaborate, highly detailed plans that work on his victims' sanity as well as on their physical well-being.

Strange is one of the few criminals



who knows the Batman's secret identity. While he did offer it up for auction, it is difficult to believe he would have actually supplied it to the bidders. More likely would have been some double-cross, especially in light of his desire to replace Bruce Wayne. The Batman's secret identity is a tool Strange will not share.

Role Playing

Strange is one of the most durable foes the Batman has ever faced, "returning from the dead" on a number of occasions. His current obsession revolves around taking the Batman's identity. If Strange abandons his desire to replace the Batman, his 15 foot tall human monsters and his knowledge of science and psychology should not be forgotten when creating scenarios around him.

Poison Ivy

Height: 5'6" Hair: Brown
Weight: 126 lbs. Eyes: Violet
Right Handed

Game Stats

DEX: 5	STR: 3	BODY: 5
INT: 7	WILL: 7	MIND: 4
INFL: 4	AURA: 5	SPIRIT: 3
INITIATIVE: 15	HERO POINTS: 45	

SKILLS:

Charisma: 5, Gadgetry: 10,
Martial Artist: 5,
Scholar: (Horticulture): 10.

EQUIPMENT:

Thorn vine (used as a whip, lasso, or garrotte) [DEX: 0, STR: 4, BODY: 6]

Uses: 1, Duration: 30 APs

CONNECTIONS:

Gotham City Underworld (High level)

MOTIVATION: Power Lust/Psychopathic

WEALTH: Multimillionaire

JOB: N.A.

RACE: Human

Poison Ivy's crimes deal with special hybrid plants she creates. Most recently she has added elements of mind control to her capers, picking on the Wayne Foundation almost mercilessly. She almost succeeded in

looting the Wayne Foundation by hypnotizing the entire board, but the Batman pushed her until her rash reactions were revealed and foiled the plot. Yet again she used mind control to influence executives all over Gotham to loot their companies for her benefit, some of the Wayne Foundation's executives among them.

Background

Poison Ivy first appeared at a reception, claiming she was a better criminal than the top three public enemies (who were also female villains) because her crimes had gone undetected. She openly flirted with Bruce Wayne at the reception, then made a play for the Batman when she had him captured. He turned the tables on her rather easily, making her boast about being better than other criminals seem hollow.

Methods

The most dangerous aspect of Poison Ivy is her ruthlessness. Years of frustration have welled up and she has attempted time and again to kill the Batman during battles. To eliminate the Batman she transformed Ivor, a loyal confederate who loved



her, into a hybrid plant/man monster. She also created a number of plant zombies, muck-men with no minds, to help her destroy Gotham City by replacing it with a jungle.

Ivy is an accomplished combatant. She obviously has some martial arts skills. She regularly uses poisoned darts, either hand thrown or blowpipe launched. She also uses a thorny vine as a lasso, whip or garrotte.

Role Playing

Ivy originally sought recognition and money. When her greatest plan was thwarted by the Batman she slipped into madness and launched a plot to destroy all of Gotham City. She is consistent in employing plants in one form or another in her crime.

Her hatred of the Batman has driven her to try to kill him. As Robin (Jason Todd) also has made himself known as a foe to her, she has no great love for him either.

Scarecrow

alias Dr. Jonathan Crane

Height: 6'2" Hair: Black
Weight: 165 lbs. Eyes: Brown
Right Handed

Game Stats

DEX: 6	STR: 2	BODY: 4
INT: 7	WILL: 10	MIND: 4
INFL: 4	AURA: 4	SPIRIT: 4
INITIATIVE: 17	HERO POINTS: 35	

SKILLS:

Gadgetry: 10, Scientist: 20

EQUIPMENT:

7 Fear Transmitters
Mimicked Power — PHOBIA: 12 APs.

MOTIVATION: Psychopath

WEALTH: Comfortable

JOB: N.A.

RACE: Human

The Scarecrow's use of his Fear Transmitters to attack the Batman through his deepest anxieties makes him a character whose effects are more than simply criminal.

Background

Dr. Jonathan Crane began his career as a college professor whose expertise was in the psychology and physiology of fear. His colleagues at Gotham City University nicknamed him "Scarecrow" Crane because of his appearance: tall and thin, and often wearing very shabby clothes. Little did they know he enjoyed terrifying birds as a child.

Crane overheard fellow faculty members making fun of his appearance. To him the choice was obvious, clothes or more books. Still the remarks stung, and he frittered away a fraction of time dreaming of vast wealth, and what he could do with it. Then, when describing to a class the nature of fear used by criminals to extort money from their victims, a plot began to hatch itself. Crane became the Scarecrow and, with the aid of his henchmen, the Strawmen, started a wave of crime based on fear.

Methods

Over the years Crane has refined his techniques. He's used dust that causes a fear reaction in his victims, confronting them with their greatest fear. At other times he's used a fear pheromone or sonic-based Fear Transmitters to disrupt the Batman's ability to fight him.

The Scarecrow is not very success-

ful as a villain. His plots, though brilliant, are always foiled by the Batman. The Scarecrow's value, particularly in a role playing setting, is his ability to tap into his foe's greatest fears without knowing what they are. With the Batman he's had bad luck. The Batman's fear of failure would have crippled him, except that by defeating the Scarecrow, he defeated his fear. In one confrontation, the Batman was terrified of finding Jason Todd dead. When the Batman discovered Jason was safe, that fear no longer dominated him and he captured the Scarecrow.

Role Playing

There can be no doubt that the

Scarecrow is a genius. His knowledge of fear and his mastery of techniques to cause it are very powerful. Unfortunately, the academic side of Jonathan Crane is stronger than his desire to be a criminal. He wants recognition, so he relentlessly pursues his research, but only half-heartedly carries out his crimes.

The Scarecrow is useful to force characters to look inside themselves and deal with the demons within themselves. In game terms this means that he brings out their irrational attractions to the surface or confronts them with their limitations. If the character has none of these, the Fear Transmitters operate according to the Phobia power.



Crazy Quilt

alias Quilt

Height: 5'11" Hair: Brown
Weight: 172 lbs. Eyes: Brown
Right Handed

Game Stats

DEX:	3	STR:	2	BODY:	2
INT:	3	WILL:	3	MIND:	4
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	8	HERO POINTS:	35		

SKILLS:

Artist: 5, Thief: 5

EQUIPMENT:

Helmet

Mimicked Power - Hypnosis: 20 APs
Built-in Laser Pistol
(AV: 3, EV: 4, RANGE: 0-3/4-5/6)

LIMITATIONS:

Irrational hatred for Robin

MOTIVATION: Psychopath

WEALTH: Affluent

JOB: N.A.

RACE: Human

Crazy Quilt, with his hypnotic helmet and intense irrational hatred of Robin, poses a deadly threat for Robin — no matter who is using that identity.

Background

A painter turned crime boss, Crazy Quilt was blinded by an assassination attempt. A doctor failed to restore his sight fully, leaving Quilt able to see bright colors alone. Quilt developed a helmet that shone out bright, strong colors, allowing him to "see" again. The lights also let him use his knowledge of color to hypnotize others.

Psychology

Crazy Quilt hates one person more than the Batman, and that person is Robin. Robin II (Dick Grayson) had single-handedly captured Crazy Quilt and had caused enough damage to Quilt to permanently blind him. Quilt's desire to avenge himself upon Robin has blinded him to anything else he might be able to do with the powers granted him by his helmet. Jason Todd ran headlong into Crazy Quilt's hatred on his first solo outing as Robin.

Methods

Quilt's latest helmet, which was destroyed in that fight with Robin, amplified his powers of hypnosis enough to affect unwilling opponents or blind an opponent. The helmet also has a strong laser, easily capable of killing. Most importantly, for Quilt,



the helmet has sensors that feed directly into the vision centers of the brain, allowing him to see by bypassing his dead eyes.

Role Playing

Crazy-Quilt is a good foe for running a solo Robin adventure, or an adventure for any fledgling superhero. He is not that powerful, but he is deceptive and quite dangerous even when not facing Robin. His powers of hypnosis are very strong and could easily be used to brainwash a hero into betraying his comrades.

The Mad Hatter

alias unknown

Height: 5'4" Hair: White
Weight: 200 lbs. Eyes: Blue
Right Handed

Game Stats

DEX:	4	STR:	2	BODY:	5
INT:	8	WILL:	8	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	16	HERO POINTS:	35		

SKILLS:

Gadgetry: 10, Thief: 5

EQUIPMENT:

Two Hats

Mimicked Power - Control: 8APs
Pet Trained Chimpanzee

CONNECTIONS:

Gotham City Underworld (high-level)

MOTIVATION: Psychopath/ greed. Will rob other thieves to get money.

WEALTH: Comfortable

JOB: N.A.

RACE: Human

The Mad Hatter looks like the Lewis Carroll character of the

same name, and uses Carroll as inspirations for various aliases or business names (eg. Wonderland Unlimited). He has highly technical abilities in the field of microelectronics, biofeedback and computer programming. His forte is mind control through hats.

Background

The Mad Hatter faced the Batman early on in both their careers and spent a long time in an insane asylum. He is not to be confused with Jervis Tetch who undertook a spree of crimes under the name The Mad Hatter. Once freed from the asylum, the original Mad Hatter "eliminated the imposter" and began his criminal activities again.

Methods

Recently the Hatter has used microcircuitry in the hat band of hats for mind control and information gathering. His special hats also allow his puppets to tap the hidden resources of their brains, granting them increased strength.

Psychology

The Mad Hatter is truly insane, not allowing anything to stand in the way



of his plans. He has no qualms about murdering someone or sending a mentally controlled person to his death. He will do what he thinks needs to be done to further his gains.

Role Playing

The Mad Hatter's strength lies in the fact he is so easy to underestimate. He is one of the few villains who escapes the Batman on the night all the criminals are out to kill the Caped Crusader. The Mad Hatter knows when to cut and run and is not afraid to use anyone he can to run interference for him. His willingness to prey on other criminals and steal their wealth from them also can prompt a criminal retaliation or gang war.

Two-Face

alias Harvey Dent

Height: 6'1" Hair: Brown
Weight: 190 lbs. Eyes: Green
Ambidextrous

Game Stats

DEX: 3	STR: 3	BODY: 4
INT: 5	WILL: 4	MIND: 4
INFL: 3	AURA: 3	SPIRIT: 3
INITIATIVE: 11	HERO POINTS: 70	

SKILLS:

Charisma: 12, Scholar: (Law: 10),
Thief: 8, Weaponry: 8

LIMITATIONS:

All decisions are made by the flip of a coin.

CONNECTIONS:

Gotham City Underworld (High level)

MOTIVATION: Psychopath

WEALTH: Comfortable

JOB: N.A.

RACE: Human

Harvey Dent, also known as Two-Face, is the most tragic villain in the Batman saga. He is a crime lord who makes life and death decisions by the toss of a coin. No other foe is so utterly pitiable, so fate bound, or so possibly deadly.

Background

Harvey Dent was the Gotham District Attorney and a friend of the Batman. He was handsome, socially well-known, a political rising star, and a sure bet for higher office. While on a highly publicized case, prosecuting Boss Moroni for murder, he called the Batman as his first witness.

The Batman testified that Moroni had shot "Bookie Benson," and Moroni burst out "He's lyin!" Dent then produced Moroni's lucky coin, a two headed silver dollar, that was found at the scene of the crime. Moroni reacted, throwing acid in Dent's face (see comic panels).

Psychology

The scratched coin proceeded to dictate every aspect of Two-Face's career. Scarred side up meant a bank robbery where the loot was split among the gang. Clean side up and a rival gang was hit, the loot being given to charity. Clean side up and the Batman would not be slain instantly, or a hostage would be allowed to escape. When Talia escaped the convention of criminals called together by the Joker to kill the Batman, she ran by Two-Face to escape. The clean

side came up and he let her escape. "Letting her go — are you crazy?" shouted the Joker.

"I flipped my two-headed coin, Joker," Two-Face replied. "The good side came up—What else can I say?"

Methods

Two-Face's crimes often revolve around the number two. He's robbed double features, double headers, double's tennis matches and double decker buses. He likes two dollar bills. He's hidden out on a two-masted schooner. More often, though, his hideout is in a tenement where half the rooms are old and ugly, with battered furnishings, while the other half are elegant and finely appointed. He has even gone so far as to have suave members as half his gang and regular thugs as the other half.

In combat, Two-Face is somewhat skilled at fist fighting. He's been known to use smoke bombs or anesthetic gas to defeat the Batman. He also has used a pistol and, a double-barreled shotgun on a number of occasions.

Two Face has some sanity. He kept tabs on his former wife, Gilda, killing the man who slew her husband. He

even underwent surgery to reconstruct his face so he could try to win her again, but a later accident in an explosion reverted him back to his scarred condition, never to be healed again. She rejected him again, but talked him out of killing the Batman, pleading with him to get rehabilitated.

Since then, Two-Face has picked up a new love interest, Magda, who helped him in an attempt at killing the Batman.

Role Playing

There are two keys to Two-Face. He is a fatalist who allows all his crucial decisions to be made by flipping the two-headed coin. The choices he relies upon the coin for are choices between good and evil, as if Harvey Dent and Two-Face are feuding for control of the body they both inhabit.

The second thing is his mania for choosing crimes based around the number two. The theft of a new double-hulled sailing ship would be a natural for Two-Face, or the kidnapping of the entire Minnesota Twins baseball team. If it has anything to do with the number two, pairs, doubles, twins, etc., it is a target for Two-Face.



Ra's al Ghul

*Translation from Arabic:
The Demon's Head*

Height: 6'0" Hair: Black
Weight: 195 lbs. Eyes: Blue
Right Handed

Game Stats

DEX: 10	STR: 6	BODY: 6
INT: 10	WILL: 10	MIND: 10
INFL: 12	AURA: 9	SPIRIT: 12
INIT: 32 (42)	HERO POINTS: 100	

SKILLS: (* linked)

Charisma: 14, Detective: 10*,
Martial Artist: 10*, Spy: 10*,
Scholar: (Life and Death) 10*,
Thief: 10*, Weaponry: 10*.

EQUIPMENT:

Bodyguard [DEX: 4, STR: 7, BODY: 4]
All other Stats: 2. Initiative: 8 (13)
Hero Points: 35 Skills: Martial Artist (5)
Lazarus Pit

MOTIVATION: Power Lust

WEALTH: Billionaire

JOB: N.A.

RACE: Human

Ra's al Ghul is one of the most manipulative villains the Batman has ever faced. He is Talia's father and has been alive for at least three centuries. The first time they meet, he tells the Batman, "I am presently known as Ra's al Ghul..." suggesting he has other identities.

Background

Ra's is the head of the League of Assassins and the Brotherhood of the Demon. He probably got his start through the Arabic Assassins, either recreating the cult or taking it over hundreds of years ago. He combined it with the Thuggee and other eastern assassin groups to create a series of elite assassin groups.

Ra's has the ability to escape the Batman through death and resurrection in the Lazarus Pit. The Lazarus Pit contains magma from Infinity Island. Ra's learned to control its powers centuries ago and transported some of the magma to at least one other base in the Alps. The life giving powers of the pit work on Ra's alone, but through its power he can grant an extended life to others, like his daughter, Talia. A servant of Ra's, Ubu, was contaminated when the pit exploded, driving him mad and scarring him horribly. Ubu was slain in Wayne Manor after nearly killing Alfred.

Methods

Despite his antiquity, Ra's has a respect for technology and conducts research into it. Several of Ra's most "visible" operations have been to steal materials needed to further his studies. Beyond these rare appearances, Ra's is highly secretive, and probably sees himself above criminals like the Joker. While it appeared that Ra's al

Ghul participated in the gangland trial to determine who had slain the Batman, Ra's must have been impersonated by a servant. Because he knows the Batman's secret identity and because his network could have learned Bruce's location easily, he would have known the whole trial was a farce. It is unlikely, no matter how much he would have liked to laugh at them, he would have put himself so close to so many certifiably insane murderers.

Ra's' strength and skill as a hand-to-hand fighter are impressive. He has broken several necks while backhanding insolent henchmen, not caring that their fate may not have fit their crime. He is usually attended by one of his hulking body servants, Ubu (deceased), Lurk, or Grind.

Role Playing

Ra's al Ghul is a foe who is content with small gains. Subtlety and patience are his trademarks. As Ra's has time on his side and will outlive his foes, he has the luxury of planning for the next hundred years. His weakness is his daughter Talia; he wants her by his side and cannot help but indulge her. She is currently estranged from him, having rejected him before he died. If she continues to reject him when he returns from the dead, it is certain he will blame the Batman for her disaffection.



EQUIPMENT



Just as famous as Batman himself is his full array of tools and equipment used in his battle against crime. Both foes and allies have adopted or adapted versions of his battle gear, a testament to its usefulness. While the Batman without his utility belt or Batmobile is still a formidable foe, with his equipment he is unbeatable.

BATMAN'S UTILITY BELT

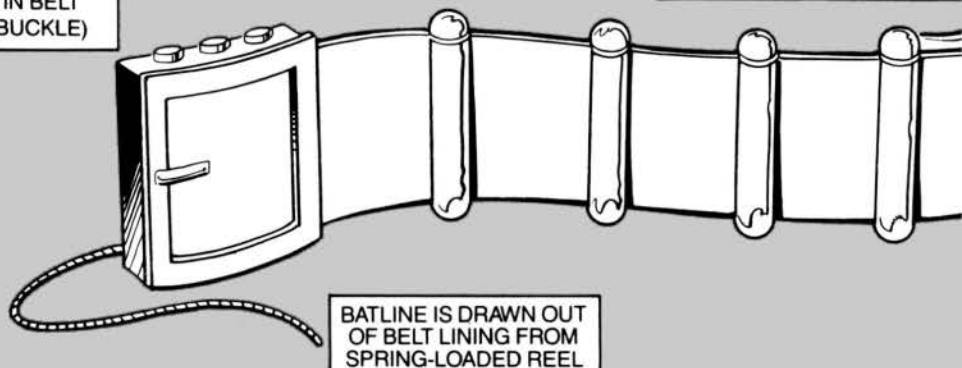
The utility belt is the home for the majority of the Batman's weapons and on-the-spot detection tools. The items are contained in the nine capsules on the outside of the belt. The Batman does have more tools than compartments, so some variation does occur from adventure to adventure. As a rule the non-combat oriented equipment, like fingerprinting kit, camera and tape recorder would ride in the capsules at the small of his back, while weaponry would be in the compartments on the sides where they are easier to get into quickly.

Robin's utility belt, carrying similar cargo, has pouches on the inside of it. They are, therefore, hidden from sight. The belt is worn loosely enough, though, that access is not impeded.

The belt buckle on the Batman's utility belt is a two-way radio, and an emergency signal to alert Alfred, the Outsiders, or the Justice League of America.

TWO-WAY
RADIO
(CONCEALED
IN BELT
BUCKLE)

BATARANG FITS INTO
COMPARTMENT BEHIND BELT



Laser Torch

The Laser Torch is a small but powerful laser device used for cutting metal. It has very few combat applications, but is useful for gaining entry to buildings or for spot welding repairs to equipment.

Game Stats

DEX: 0 STR: 0 BODY: 0
HP Cost: 14 Uses: 1 Duration: 0

POWERS:

Heat Vision: 12 APs (LASER LIGHT)

The Laser Torch can cut through walls, bars, or windows. Its attack is Physical. When the BODY of the target object is reduced below 0, a 0 AP x 0 AP hole is cut through it (The BODY of various materials is listed in the Equipment Section of the Gamemaster's Manual in the DC Heroes Basic set). If this device is used against another character, the attacker has entered Killing Combat.

LASER TORCH



Mini-Camera

MINIATURE CAMERA

Game Stats

DEX: 0 STR: 0 BODY: 0
HP Cost: 6 Uses: 1 Duration: 12

POWERS:

Recall: 12 APs (PHOTOGRAPH)

LIMITATIONS:

CAN ONLY RECALL VISUAL INFORMATION

The Miniature Camera can Recall any visual image (i.e. it takes a picture) of anything the photographer sees. A clear picture can be taken at a distance of up to 12 APs from the photographer.

Smoke Capsules

SMOKE CAPSULES

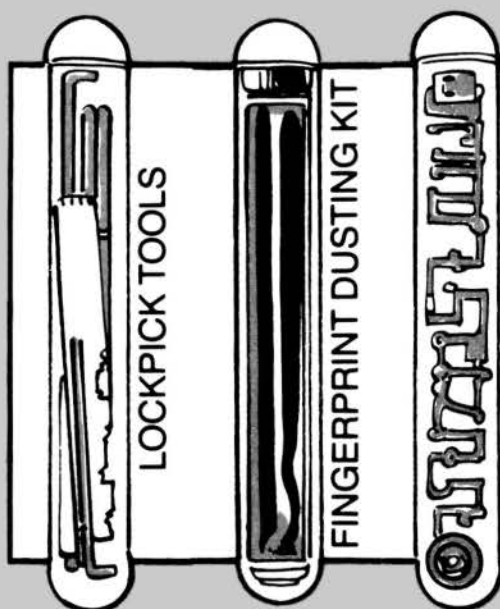
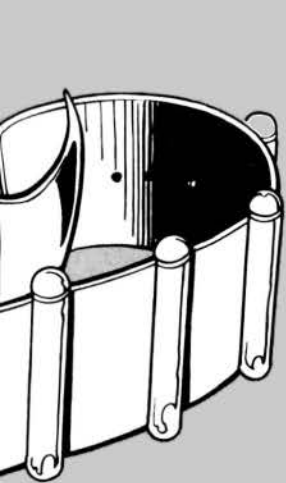
Game Stats

DEX: 0 STR: 0 BODY: 0
HP Cost: 6 Uses: 1 Duration: 12

POWERS:

Fog: 7 APs (SMOKE SCREEN)

A Smoke Capsule creates a 12 AP volume of dense smoke. This cloud obscures the vision of any character within the cloud or attempting to see through it, in the same manner as the Fog Power.



LOCKPICK TOOLS

FINGERPRINT DUSTING KIT

MICRO-PROCESSOR
POWER SOURCE

Several items the Batman carries are self-explanatory. The lockpicks are used for surreptitious entry into a building. The fingerprint kit is used when hard evidence is needed. The Micro-Processor power source powers the radio in the belt buckle. There are many other tools that the Batman carries, and in the DC Heroes Game, these are grouped under the heading of Omni-Gadgets. For a representative listing of these devices see page 47, Common Omni-Gadgets.

Rebreathing Apparatus

The rebreathing device has several uses. The most common of them is its acting as a filter when gas is employed by an enemy or as a breathing device under water or in a burning building.

Game Stats

DEX: 0 STR: 0 BODY: 0
HP Cost: 12 Uses: 2 Duration: 12

POWERS:

Systematic Antidote: 12 APs

The RAPs of the power are added to the resistance value of the character who is wearing it when exposed to poison-based attacks.

IR Flashlight/Goggles

The Batman carries an infrared flashlight and goggles to help see in the dark.

Game Stats

DEX: 0 STR: 0 BODY: 0
HP Cost: 6 Uses: 1 Duration: 12

POWERS:

Thermal (IR) Vision: 12 APs

As long as the Infrared Flashlight is illuminating the area, the character can see as if it were daylight (as per the Thermal Vision Power).

Plastic Explosives

Similar to the gas pellets, though with quite a different effect, are Plastic Explosive Grenades. These small grenades can open holes in walls or act as concussive grenades if exploded in the open.

Game Stats

DEX: 0 STR: 0 BODY: 0
HP Cost: 26 Uses: 1 Duration: 0

EXPLOSIVE EFFECT VALUE of 8 APs

Handle an attack with Plastic Explosives in the same manner as an Explosive Attack in Combat, except that the user may be injured if he is caught in the blast radius.

Micro-Cassette Recorder

Game Stats

DEX: 0 STR: 0 BODY: 0
HP Cost: 6 Uses: 1 Duration: 12

POWERS:

Recall: 12 APs (AUDIO TAPE)

LIMITATIONS:

CAN ONLY RECALL AUDIO INFORMATION

The Micro-Cassette recorder can Recall any sound within the normal hearing of the operator for 12 APs of time. The cassette tape is a re-charge for this item.

The Batarang

The Batarang fits into a compartment inside the Batman's utility belt. It is a curved piece of metal with a scalloped wing design that makes it look somewhat like a bat. A well balanced throwing weapon, it is used to trip criminals up, knock weapons from their hands, deflect projectiles, and when attached to the Batline, to wrap the line around building projections so that Batman can swing through the air. A formidable weapon, the Batarang is most often used for distance combat.

Game Stats

DEX: 0 STR: 0 BODY: 12
HP Cost: 53 Uses: 12 Duration: 12

POWERS:

Gliding: 3 APs

The Batarang can be attached to a line (see the Batline), and used as a Bola (see Bola Rules Sidebar), a Grappling Hook (the STR of the Batline is the maximum weight that can be supported), or without the line, it can be used to hit a target outside the normal striking distance. When making a Physical attack, the DEX of the thrower is the Acting Value and the STR is the Effect Value.

The Gliding power allows the Batarang a greater range than normal. Add the APs of Gliding to the STR of the thrower (5 in the case of Batman). This value becomes the new maximum range of the weapon.



The Batline

The Batline is a very strong synthetic cable carried in one of the belt compartments. It is drawn out near the belt buckle, and can be retracted through a spring reel in the belt compartment. It is most often used for the Batman to swing upon. Other uses include climbing and lassoing fleeing enemies.

Game Stats

DEX: 0 STR: 12 BODY: 0
HP Cost: 22 Uses: 4 Duration: 15

The Batline can be used with the Batarang as a Grappling Hook line or as a Bola. See the Batarang listing for details.

Bola Rules

The Batarang, when used with the Batline as a Bola against a single target, has two Attacks: an Entanglement attack that happens when the line wraps around the target, and a Physical Attack that happens when the Batarang hits. If the Batarang is used as a Bola against more than one target, the Multi-Attack rules are used and only the Entanglement Attack is effective.

In both cases, the Acting Value used is the Batman's Weaponry Skill, and the Effect Value is the STR of the Batline.

An Entanglement happens if the STR of the Batline exceeds the STR of the target. When this happens, the target's DEX is reduced to 0 and he can not move.

In the Physical Attack, the Acting Value is the Batman's weaponry skill and the Effect Value is the STR of the thrower. RAPs are subtracted from the target's current BODY as in a normal combat.

The entangled character may attempt to break free by using a Physical Attack on the Batline, with the Character's STR as the Acting and Effect Value, the Batline's STR and BODY as the Opposing and Resistance Values.



Common Omni-Gadgets

The Batman uses a number of specialized devices on an infrequent basis, but they are still useful enough to deserve mention. These are considered Omni-Gadgets and they show up as the following items:

Disguise Kit Type C Omni-Gadget
Mimicked Skill: Artist (Acting).

When used by a character with the Acting skill, the disguise kit works as a team attack against the Character being deceived. Two rolls are made: the first to see if the deceived person falls for the disguise and the second to see if the deceived person falls for the act.

Bugging Device Type C Omni-Gadget
Mimicked Power: Super Hearing

Bat-Cuffs Type A Omni-Gadget
Mimicked Physical Attribute: Strength

Magnesium Flare Type C Omni-Gadget
Mimicked Power: Flash

Survival Suit Type C Omni-Gadget
Mimicked Power: Sealed Systems

Spy Screen Type C Omni-Gadget
Mimicked Power: X Ray Vision

Holograph Projector Type C Omni-Gadget
Mimicked Power: Illusion

Jet Pack Type C Omni-Gadget
Mimicked Power: Flight

Suction Cups Type C Omni-Gadget
Mimicked Power: Cling

Hang Glider Type C Omni-Gadget
Mimicked Power: Gliding

Binoculars Type C Omni-Gadget
Mimicked Power: Telescopic Vision

Electromagnet Type C Omni-Gadget
Mimicked Power: Magnetic Control

Universal Antidote Type C Omni-Gadget
Mimicked Power: Systemic Antidote

Life Sensor Type C Omni-Gadget
Mimicked Power: Life Sense

Alpha Wave Generator Type C Omni-Gadget
Mimicked Power: Mind Blank

Omni-Gadgets that Mimic Skills

Certain gadgets may mimic skills, but generally these are left up to what the Gamemaster will accept. A Diguise Kit that Mimics the Acting Subskill is within the realm of believability, but a gadget that mimics the Acrobatics skill is not. If the Player using the Gadget can come up with an explanation that is acceptable to the GM, then it can be allowed in the game. Otherwise, the Player should think up another use for the gadget.

The Bat Computer

The Bat-Computer is one of the Batman's most important pieces of equipment. Over his long career, the Batman has amassed millions of facts and figures about criminals and other subjects needed for research. In the past, the information was contained in well organized files. With the rise of computer technology, the Batman turned those files into an incredible data base.

The most useful aspect of the Bat-computer is the comprehensive study of the *modus operandi* and descriptions of criminals. The Bat-Computer, by using the crime files, can correlate vast amounts of data and give very strong predictions about where a criminal is likely to strike next. When supplied data from other machines, the Bat-Computer can link a clue with a certain criminal, enabling the Batman to plan from there.

The second aspect of the Bat-Computer that is amazing is the vast geographical reference data base in it. The Batman can have the computer scan even a hastily drawn map, and the computer can determine the location indicated by the map anywhere in the world. Similarly, data on the

makeup of dirt samples and plant samples taken from a criminal's shoes can yield the location of his hideout.

The key to the Bat-Computer is not to expect it to know everything or to be an answer machine. The Bat-Computer can only answer the questions asked of it. If the wrong question is asked, the answer will be correct but not the desired answer. The Batman could ask the computer, "Who pulled off this crime?" and it would spit out a list of names miles long. If he asked, "What criminal would murder with poison that leaves a grotesque grin on the face of the victim?" From there the computer would probably answer, "The Joker or Poison Ivy." If the Batman then told the computer the toxin was a biologically produced poison, not a plant poison, the computer would indicate that the Joker was the culprit.

The above is a simple example, the correct answer appeared obvious when the question was asked. Still, it is up to the Batman to get the clues needed to program the computer correctly. Without data, the computer will not have any better idea of who did what than the man on the

street. With the correct data, though, the computer can aid the Batman by eliminating the impossible.

The Bat Computer is coupled, via Microwave link, with terminals in the Batplane, the Batcopter, the Batboat, and the Batmobile.

Bat-Computer

Game Stats

DEX:	0	STR:	0	BODY:	6
INT:	6	WILL:	0	MIND:	0
HP COST: 320 USES: 4 DURATION: 21					

SKILLS:

Detective: 6 APs
Gadgetry: 6 APs
Medicine/
Forensics: 6 APs
Military Science/
Camouflage: 6 APs
Cartography: 6 APs
ECM: 6 APs
Scholar: 6 APs
All Earth languages, History,
Literature, Archeology, Sociology,
Psychology
Scientist: 6 APs
Spy/
Coding: 6 APs
Photo Interpretation: 6 APs

Perception Check

One of the Batman's most powerful tools is his mind—his ability to perceive something happening in the world around him and deduce how to use that information to his advantage. This is the main advantage of running a character like the Batman as opposed to someone like Superman or Green Lantern, who have a definite advantage over him in a combat situation. Batman, learning more from a particular clue than others would, can, alone or with a group of heroes, move more quickly through an adventure. When time is of the essence, this is an important facet of the Batman's nature.

In game terms, this facet of the Batman's nature is handled under the Perception Check Rules.

A Perception Check is a roll that is made by the Game-master to see if a character is aware of something in the world around him.

The character's Acting Value is his INTELLIGENCE and his Effect Value is his WILL. If that which is perceived is an item or physical action that is hidden by a person, the Opposing Value and Resistance Value are the target's INTELLIGENCE and MIND. If the perceived is a mood or emotional state the OV and RV are the target's INFLUENCE and AURA. If the perceived is an event or clue or something which does not fit into the above categories, the OV and RV are taken by the GM from the Universal Modifier Table.

This is a roll that should be made by the GM in secret and the information should **only** be given to the Player if the roll is successful.

A player may initiate a Perception Check by saying that he is on the alert, but this only happens during a situation where the character would normally be alert, such as in a stakeout sequence.

Hero Points may be added to increase the character's INTELLIGENCE and WILL up to twice the regular value. If nothing happens in that phase, the Hero Points are lost.

The RAPs are handled in a similar way to the Interrogation rules.

RAPs	Information Perceived
1-2	A quick glance- a shadow moving.
3-4	The above information, and that it is a recognizable shape or movement with direction and at a certain distance from the perceiving character.
5	The above information, and that it is a definite object or event.
6	The above information, and details about the object or event.

These are guidelines to help the GM. If the perceived event isn't a motion or shape, but a sound or something felt, tasted, or something sensed with mental powers, the information given out is left to the GM's discretion.

VEHICLES



Vehicles

Definitions

Uses is the number of uses per charge. Each use requires the vehicle to fuel up, but the cost is assumed to be included in the Hero Point total of the Reload Packs. There must be a source of fuel for the vehicle. If fuel is not available the vehicle will not work.

Duration is the duration (in APs) of each use, if the use of the ability is an Automatic action, as described in the Gadgetry section of the Gamemaster's Manual of the DC Heroes Role Playing Game.

The Batmobile

The Batmobile is the Batman's most commonly used vehicle. It has gone through many incarnations, from a ordinary roadster to the state of the art driving instrument he now uses. The last few Batmobiles have been designed for Batman by famous stunt driver Jack Edison, in gratitude for the Batman's rescuing him from a flaming car wreck. The Batman himself adds his own weapons systems and computer hardware.

The current Batmobile is a low slung two-seater sportscar roughly the size of a 1985 Corvette. The headlights, located in the hood, contain powerful lasers, useful for disabling getaway cars or for vaporizing the occasional road hazard left by criminals. The body of the automobile and the dual bubble windscreen are coated with a unique bulletproof ceramic. The exhaust system allows for smokescreen generation. A microwave-linked terminal allows Batman access the Bat-Computer.

Game Stats

DEX: 0 STR: 7 BODY: 9
HP Cost: 112 Uses: 9 Duration: 13

POWERS:

Running: 8 APs (SPEED)
Fog: 7 APs (SMOKE SCREEN)
Heat Vision: 7 APs (LASER HEADLIGHTS)

One gimmick added to the current Batmobile allows a change from Bruce Wayne's Rolls Royce to the Batmobile at the push of a button. The Batmobile's body folds down and out from the Rolls Royce shape. This ability of the Batmobile is not often used and would probably be of more value if the car it changed from was not a Rolls. However, it allows the convenience of the Batmobile's power in a less imposing vehicle.

The Batmobile has a maximum speed of 225 miles per hour (8 APs) and is capable of off-road movement.

The Smoke Screen is handled in the same manner as the Fog power, with the limitation that the Smoke Screen cannot move with the car. The Laser Headlights mimics the Power of Heat Vision in all respects.



The Batplane

The current Batplane is the latest in a long line of Batplanes. This one is a customized F-4 Phantom that has a flight ceiling of 60,000 feet and a speed of 1,500 mph at 40,000 feet. It is capable of vertical take off and landing and silent running.

In addition to its two man crew, the Batplane can carry 25,000 pounds of ordinance on its wing pylons. The Batplane is armed with twin lasers, making it one of the most formidable aircraft in the skies.

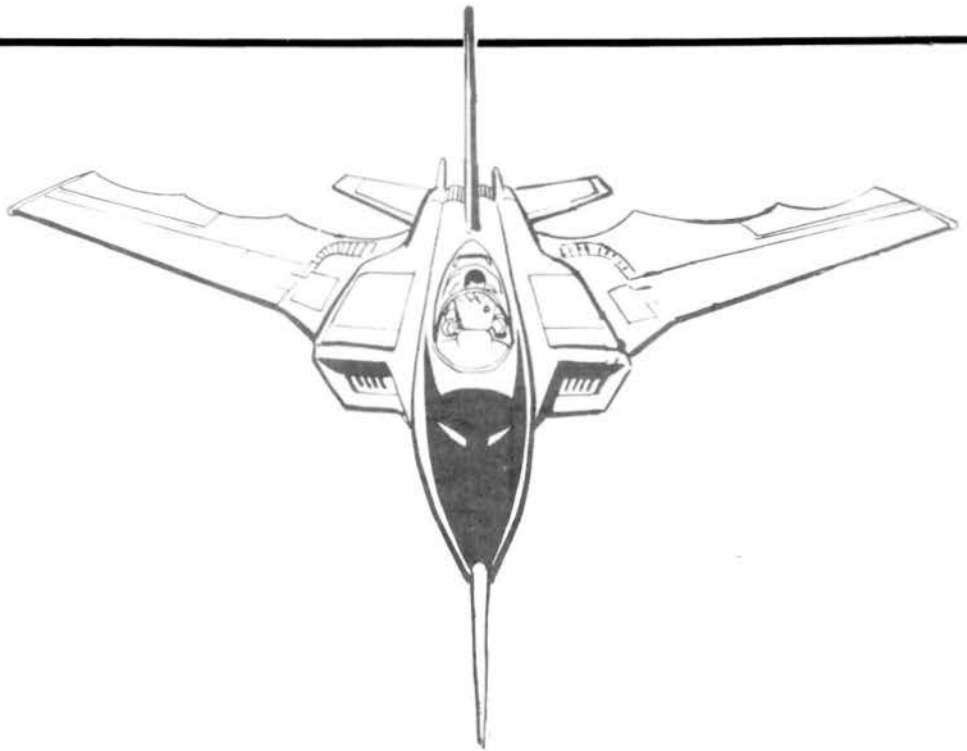
An on-board terminal accesses the Bat-Computer via Microwave link.

Game Stats

DEX: 0 STR: 9 BODY: 7
HP Cost: 84 Uses: 5 Duration: 11

POWERS:

Running: 4 APs (GROUND SPEED)
Flight: 11 APs (AIR SPEED)
Radar Sense: 20 APs (RADAR)
Heat Vision: 9 APs (TWIN LASERS)



The Batcopter

The current Batcopter is so modified that it defies model description. It is jet powered for speed upward of 275 mph, to surpass that of most attack helicopters. It is fitted for silent running and has sophisticated night and distance vision cameras for surveillance purposes. It seats four and carries rope ladders and spare Batlines for rappelling from it. It can be radio controlled, has automatic hover capabilities, and the on-board computers are microwave linked with the Bat-Computer.

Its weapons systems are simple but effective. It has twin forward lasers. Aft it has a bank of flares and other drone devices for foiling ground to air or air to air missiles.

Game Stats

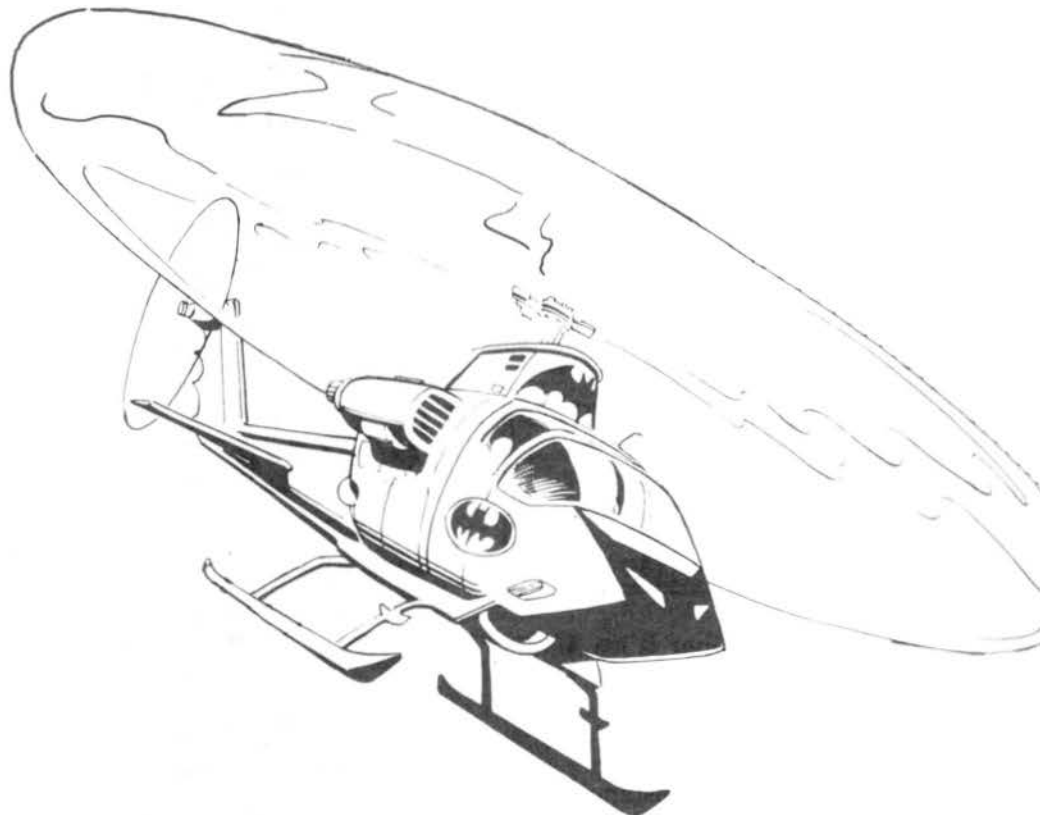
DEX: 0 STR: 7 BODY: 7
HP Cost: 52 Uses: 9 Duration: 13

POWERS:

Flight: 8 APs (SPEED)
IR Vision: 9 APs (NIGHT CAMERAS)
Telescopic Vision: 10 APs (TELESCOPES)
Heat Vision: 7 APs (TWIN LASERS)

EQUIPMENT:

8 Type C OMNI-GADGETS: 12 APs



The bank of flares and drone devices are Type C Omni Gadgets which may be used as the situation dictates.

The Batboat

The Batboat, a modified two seat hydrofoil, is one of the world's fastest small warships, capable of speeds over 100 MPH. Its radar/sonar system is state-of-the-art. It is coated with the same bulletproof ceramic that protects the Batmobile. It also shares the microwave link with the Bat-Computer.

Game Stats

DEX: 0 STR: 7 BODY: 8
HP Cost: 87 Uses: 6 Duration: 13

POWERS:

Swimming: 8 APs (SPEED)
Radar Sense: 7 APs (RADAR)
Sonar: 5 APs (PASSIVE SONAR)

The Radar is usable only for surface and air searches. The Sonar can locate only submerged objects. The Batboat carries 2 Bat-torpedoes (see below).

Bat-torpedoes

The Bat-torpedo, an active acoustically guided torpedo, homes in on the propellers of a target ship, thus disabling the ship without sinking it.

Game Stats

DEX: 0 STR: 11 BODY: 0
HP Cost: 21 Uses: 1 Duration: 8

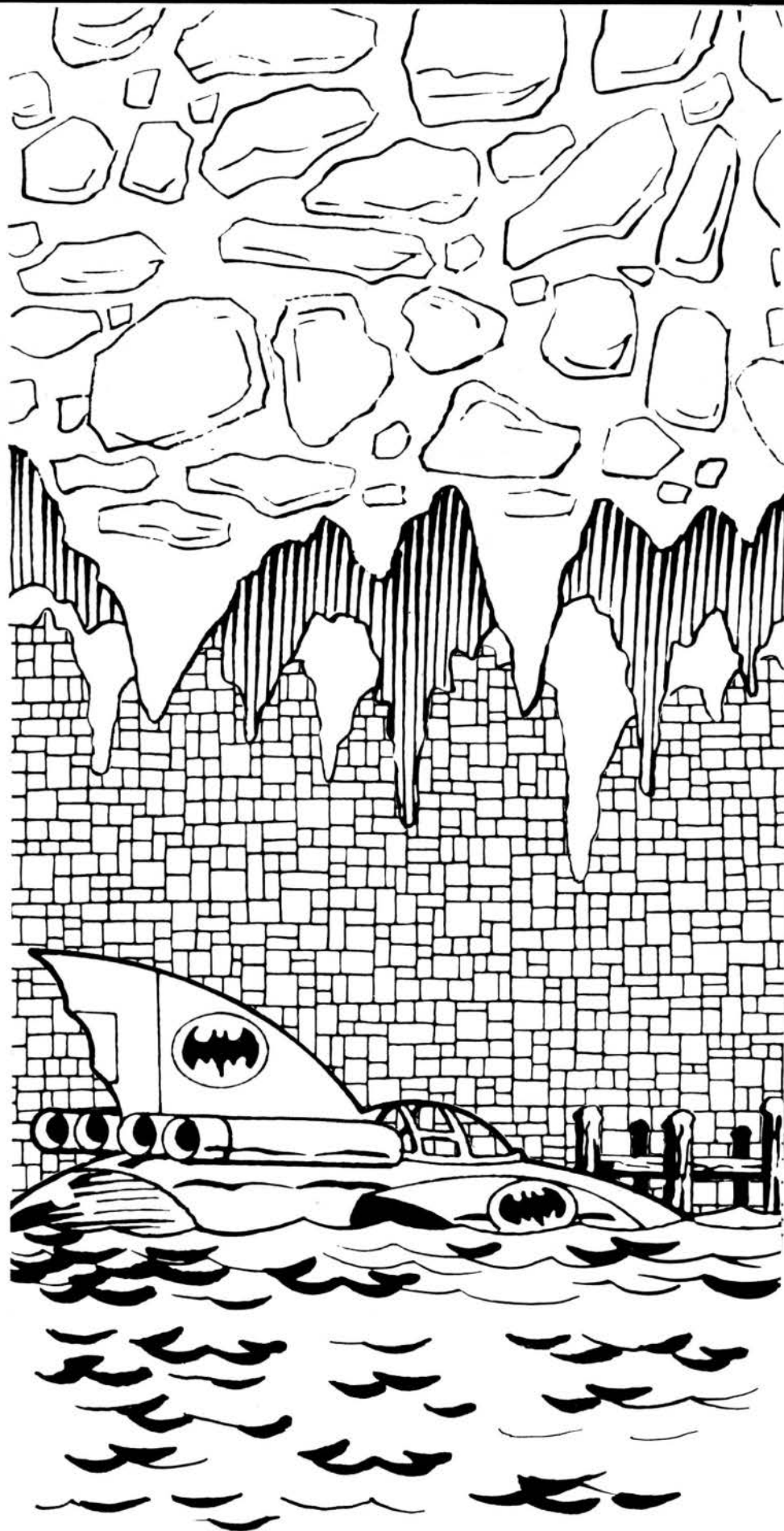
POWERS:

Swimming: 8 APs (SPEED)
Sonar: 11 APs (ACTIVE SONAR)

The torpedo's Sonar is its Acting Value, while the STR is the Effect Value.

The target's Opposing Value is normally the Vehicle Skill of the ship's helmsman, while the Resistance Value is the BODY of the propellers (normally a 6 for small to medium vessels).

This type of attack is considered a Trick Shot and is subject to all Trick Shot penalties.



Case #1: OUTSIDE INTERFERENCE



Case #1 Outside
Interference

Player Characters: The Batman
Black Lightning
Metamorpho
Geoforce
Katana
Halo
Non Player Characters Shadowmask
Andrea Smith

Designing a Villain

New villains pop up from time to time, usually with some new wrinkle, some new challenge for a hero. Sometimes they die at the end of their debut adventure and are never heard from again. Other times they return to become regular villains in the saga. However they end up, they are always interesting to see: it is against these new foes that the hero proves his true ability to deal with and defeat the unknown.

The differences between new Batman villains and new villains in other strips are in the power level and origin of the villains. Batman villains are not often aliens or superpowered beings from a parallel dimension. They are mostly very athletic individuals with an ax to grind and gadgets to back them up.

The easiest way to show how a villain can be created easily is to follow the steps taken in creating one. For this purpose a new villain, Shadowmask, will be created below, just in time for a scenario that follows:

Step One: Inspiration

The toughest thing to get around is inspiration. There are two good places to start: name and concept. Starting with name is often good, because a name can suggest all sorts of things about the villain. Catwoman and the Riddler are excellent examples of this: Catwoman did cat-related crimes, while the Riddler uses riddles in his.

Creating villain names is not as difficult as might be imagined. There is one formula I like: The [element] [animal]. This gives names like The Plutonium Platypus or The Carbon Cougar. You can run through hundreds of names like that and come up with lots of duds, then you get something like the Titanium Shark and it inspires ideas and gets the ball rolling. Adjusting this formula generates different names, like the one I chose: Shadowmask.

The other area to explore is concept. Very often concept can be summed up in the statement, "I want a villain who [fill in this blank with crimes]." I want Shadowmask to be a villain who is a major kingpin in south American drug trade. I want him to be a spooky character. I want him to have a few high tech devices.

Step Two: Background

Getting the villain's background firmly fixed in your mind is very important, especially with a villain facing the Batman. Any investigator trying to track down a missing person will note that people develop patterns, and they don't break them even if they don't want to be found. In fixing your character's background you create those patterns which leave clues behind.

Suppose your villain picked up a liking for cigars, more specifically imported Cuban cigars. It would be safe to assume he would smoke them both in his villain guise and in his secret identity. There's a pattern, one that can be picked up on and used to solve the character's identity and help stop him.

Suppose on the other hand that your character realizes his love of Cuban cigars might get him caught, and he trains himself to leave no clues around. He becomes very neat, making sure no ashes or cigar butts are left sitting around. This neatness would carry over to his normal life. The fact that he always empties his ashtrays quickly and into the toilet where the ashes will be lost forever might clue the Batman in that he and the villain are one and the same.

So what is Shadowmask's background? He's a former Drug Enforcement Agency officer. He was operating in deep cover as an enforcer for a Columbian drug family. Things were getting hot for him and he asked to be removed from the assignment. Through a series of errors he and some other DEA agents got into a gun battle and he was shot.

The DEA presumed him dead because they thought his cover had been blown and the drug family would finish him. Luckily for Shadowmask the Columbians felt his shooting at and being shot by DEA agents proved he was not an agent, and they got him the medical attention he needed.

As he recovered he developed a hatred for his old employers. He felt they'd sold him out. So he resolved to use his knowledge of DEA tactics to discredit the DEA. Immediately he notified old friends and colleagues in the DEA that their covers had been blown, anonymously of course. After that he and his men have promised to provide security for cocaine operations in Columbia in return for a cut of the money made through sales.

Shadowmask's knowledge of DEA procedures makes it easy for me to set operations up with enough blinds to thwart his old allies. The DEA discovered, once rumors of Shadowmask hit them, that Shadowmask is able to out think them at every turn. This, and the exposure of their agents in Columbia, crippled their operations against the cocaine trade.

At this point I should include some idiosyncrasies that can expose Shadowmask's true identity. I would if Shadowmask was a "secret Identity" but it is not. The DEA agent who became Shadowmask has dropped his previous identity, much as the Joker or Riddler have, so such clues really are not vital in this case. Still, just for color, we should throw in that Shadowmask has a younger brother who is blind, and Shadowmask taught himself Braille so he could correspond with his brother.

One thing that can be learned about Shadowmask's old identity, and a very important clue to Shadowmask's nature, he always was very mechanically inclined. In addition to completing the courses for a pre-Law degree at college, he got extensive electrical and mechanical engineering training. He is able to make all sorts of devices, and used to delight his compatriots by presenting them with home made mechanical gifts. He was also the agency troubleshooter for electronic bugs and the like.

Shadowmask's ability to create devices will make him an infinitely variable villain, if he has access to enough machinery to build his devices. If he survives his first encounter with Batman and the Outsiders, he will be able to adapt to new challenges, and should push the Batman to even greater heights of heroism to defeat him.

The costume of a villain is an important part of the guise. The costume can strike terror into the hearts of his foes, or can make him difficult to handle. A villain wearing a metal suit with razored scales and blades all over it will be difficult to battle at close range. A camouflage costume can make a villain impossible to locate or see. A costume with a tear-away cape could allow escape when it appears impossible.

Shadowmask has a skintight costume with hood and cape. His mask is plain and relatively featureless, very much like the protective mask work by dirt bikers. His whole uniform is colored with black patches demarkated with white lines. The pattern looks much like the pelt of a Clouded Leopard or Giraffe, a start, mottled effect. At night he is difficult to see.

He wears a shoulder holster beneath his left arm. The belt around his waist supports a knife at his right hip and 10 clips for his pistol. One knife rides in the top of each boot. On both his forearms are bracers with 20 or more 5" long, pencil thin capsules ringed around them. These are Shadowmask's various gadgets, from electronic bugs to gas and concussion bombs. The different capsules, all identical, are tagged with a small Braille label.

Shadowmask's thugs, while typical scum, were chosen specifically by him and are frightfully loyal to him. Those who knew him before think he might be a bit nuts, but he's getting the job done. The work has never been easier, and the pay has never been better.

Now that we have a villain we need to build him a headquarters. Once that is accomplished we'll create the circumstances through which Shadowmask will match wits with the Batman and the Outsiders.

Villain's Headquarters Design

A headquarters can tell as much about a villain as a complete file on him could. Two-Face's headquarters are consistently strange, a mix of elegance and desolation split down the middle. His headquarters reflects his mental split perfectly. The Joker often opts for hideouts furnished with giant toys or silly devices. He usually has at least one deathtrap ready for the Batman.

First and foremost a villain's HQ must be a place where the villain will be at home, feel comfortable. In some cases, like Two-Face or Mr. Freeze, comfort becomes a bit extreme. For Two-Face the duality would be both expensive and depressing. With Mr. Freeze the necessity of a cool atmosphere makes the location and power supply for his base crucial. Others handle things more simply by renting a warehouse and filling it with trophies of past conquests and other furnishings suitable to their personalities. Catwoman always decorates with a feline motif while the Penguin usually vacillates between umbrellas or birds for his decorating ideas.

In the case of Shadowmask we want a headquarters with all normal comforts: reasonably comfortable furnishings and enough appliances to make life easy. The difference between his HQ and a city apartment would be its location in the heart of the Columbian jungle and the stark interior illumination and hidden panels that make the place a funhouse of hidden doors and deep shadows.

The second vital aspect of any headquarters is that it have everything needed for the various capers based out of it. If the villain has a vehicle the hideout will need a garage. If the villain keeps wild animals, cages and supplies for the creatures will be needed. Poison Ivy always needs a greenhouse of some sort, and most villains need some kind of lab for creating gadgets or carrying on some hideous research.

Shadowmask will need at least two different labs. The first, the largest and most accessible, is the drug processing lab. It is home to all the equipment used to make cocoa into cocaine. It has the facilities for the manufacture and testing of the drugs. It also has devices for the instant destruction of evidence should the place be raided by the police.

Every base needs a power source of one type or another. A headquarters located in the heart of Gotham City can draw power straight out of the city's power grid. Many a criminals' diabolical plan could be ended by a Batarang in the junction box if things had gotten really bad. Other villains, because of the need for vast amounts of power, or because no power was available in sufficient quantities given their location, have obtained generators and create their own power. Anything from a simple steam generator to sophisticated solar or geothermal energy generators will fill the bill.

Because Shadowmask is located in the middle of nowhere his hideout has several generators. Most of the out buildings in his compound have small generators to provide power for lights and radios. The main building has two generators, both steam driven by solar and combustion engines. One powers the cocaine lab, the other, most reliable one, powers Shadowmask's own headquarters.

The most common staple of a villain's headquarters is often

the retention cells and deathtrap. It is fairly obvious that no villain willingly admits to his colleagues that he had the Caped Crusader in his power, placed him in a deathtrap and left him to die. This would be very embarrassing, and the proof of it is the fact that every villain puts the Batman in a deathtrap and leaves him to die. Any villain, especially after the third or fourth time he heard of a miraculous escape, would put a gun to the Batman's head and kill him to avoid the distinction of joining the list of villains who had had the chance and had failed to kill the Batman.

Retention cells are absolutely vital. The cells can hold anyone from a victim to be ransomed to the deranged victim of a foul experiment. Cells should be equipped with very spartan furnishings, steel walls and door, stout shackles fastened to the wall, and totally barred windows and air vents. Video cameras and motion detection equipment should also be standard.

Shadowmask has retention cells in a building in the compound. The cells are fairly poor, by domestic criminal standards, with their wooden walls and bamboo bars, but they serve their purpose when holding DEA officers or other normal mortals. The toughest part of the cells is the poured concrete floor.

Deathtraps, on the other hand, have no standard equipment. It is a good idea to have the deathtrap fit in with the theme of the villain or the caper. If the Riddler was engaged in a string of nursery rhyme crimes, tying the Batman beneath a giant tottering Humpty Dumpty filled with molten steel would be very appropriate. Catman suspending the Batman above a pit of hungry leopards in a weak net is also appropriate. The Joker dipping the Batman in liquid nitrogen would be out of character, unless the Joker was pulling off a winter spree of crimes.

Shadowmask has no deathtrap, as he feels he can eliminate problems with more direct methods.

There are a few more mundane details that every villain should account for in his headquarters. He'll need barracks or rooms for his henchmen, if he has any. An armory for the henchmen's weapons will be vital. Various alarms can be useful, though the best defense is anonymity. A good cover for the hideout can prevent a whole host of inquiries.

Hideout locations are important. A city location is needed if the villain is based in Gotham or another city. Haunted or abandoned sites are good because people stay away from them. A country estate with enough grounds to keep the curious away is perfect. A wholly owned island, or an enemy government sanctioned base is even better.

The last detail, and absolutely the most important of all, is one often overlooked. It is more important than the "self-destruct" bomb often placed in the heart of the headquarters. It is the secret escape route for the villain. It should be known only to the villain and should be easily accessible from almost anywhere, but certainly from the villain's "inner sanctum" or living quarters. If a self-destruct device can be triggered from it, so much the better. If the heroes are left with the impression that the villain has been slain in his own HQ, they will not search for him as they might a villain who escaped. And that may give the villain another chance to face the heroes, and best them the next time.



GM INTRODUCTION

Shadowmask's Plan

Control of Gotham's underworld has been up for grabs since the death of Boss Thorne. Because of this, Shadowmask has chosen Gotham as the base city for his American cocaine network.

Shadowmask's plan is twofold: he will take over a major part of the cocaine trade and discourage the DEA by eliminating their field agents and having the sanction and protection of Batman and the Outsiders.

The Takeover

The part of the cocaine trade that he is after is the share held by the independent and "amateur" dealers. He knows the law enforcement agencies often turn the independents and amateurs against their suppliers or set agents up as independents to crack drug rings, so he forms his network only with well-established, powerful criminals.

He begins a campaign of elimination of the amateurs and undercover agents. This is done quickly and quietly—within three nights. No bodies are found.

The Threat

Even with his underworld network, Gotham is still a dangerous city for Shadowmask's operation: Batman and the Outsiders have worked hard to keep Gotham clean. He knows that the heroes can never fully stop the drug business but they will try their best to cripple him.

Shadowmask realizes the difficulty of beating them, so he wants the heroes to join him . . .

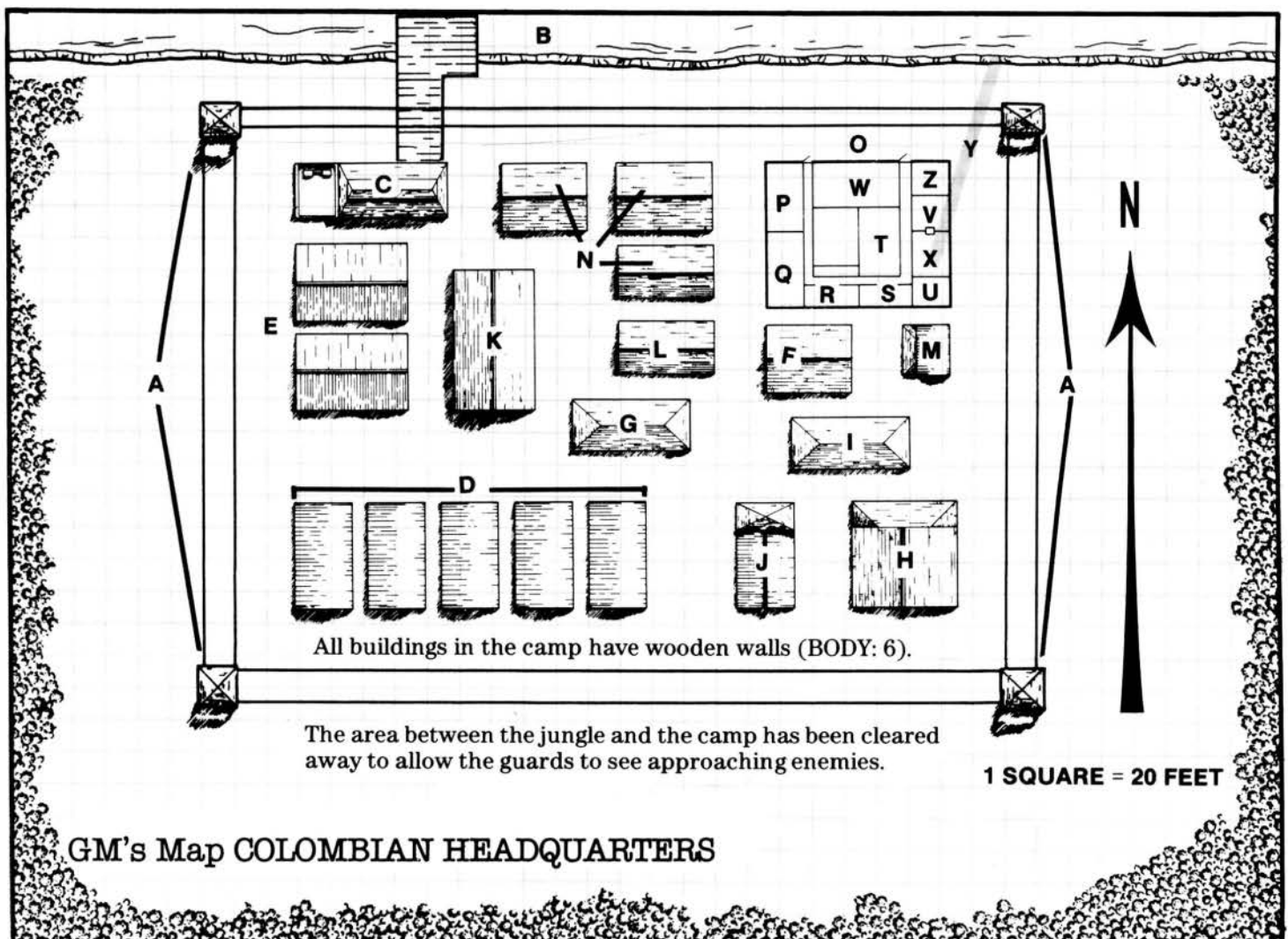
He plans to gain their cooperation by creating a threat so great and so unstoppable that they will have no choice but to do things his way.

His proposition: for Batman and the Outsiders to "look the other way" to his operations and to protect him from the DEA by any means he can, or he will do something that will affect 1 in 10 people of Gotham, almost 800,000 people:

He will poison the entire supply of cocaine that comes into Gotham, and he will let those people die.

But first he must get the heroes' attention. He randomly mixes small amounts of poison in with the next shipment of cocaine. A few scattered people will die, but Shadowmask is confident that the Batman will trace the poison to its source.

And then Shadowmask will give the heroes his terms.



Non-Player Characters

Shadow Mask

alias unknown

Height: 6'4" Hair: Brown
Weight: 210 lbs. Eyes: Green
Right Handed

Game Stats

DEX:	7	STR:	4	BODY:	4
INT:	8	WILL:	6	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	3
INIT:	18 (25)	HERO POINTS:	55		

SKILLS (*linked):

Charisma: 8*, Detective: 8*,
Gadgetry: 8*, Martial Artist: 7*,
Military Science: 8*, Spy: 5,
Weaponry: 7*

EQUIPMENT:

Three 10 AP Type ACD Omni Gadgets.
Tends toward gas grenades, concussion bombs, smoke screens and Flash bombs.

.45 Automatic

AV: 0, EV: 4, Range 0-3 / 4 / 5

Ammo: 7, Ammo Reload packs: 4.

CONNECTIONS:

Gotham City Underworld (high level)
Columbian Underworld (High level)

MOTIVATION: Mercenary

WEALTH: Billionaire

JOB: N.A.

RACE: Human

Shadowmask, after feeling betrayed by his fellow federal agents, has given up his name and identity to strike out on his own and gain his revenge.

Andrea Smith

Height: 5'3" Hair: Brown
Weight: 105 lbs. Eyes: Green
Right Handed

Game Stats

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6	HERO POINTS:	5		

MOTIVATION: Alienated

WEALTH: Comfortable

JOB: Student

RACE: Human

Andrea Smith is a girl with a problem: unwilling to directly confront the problems in her life she turns to drugs to "make her feel better." This weakness makes her a prime pawn for Shadowmask's evil plan.

Sparky

alias Julius Drew

Height: 6'4" Hair: Blond
Weight: 190 lbs. Eyes: Blue
Right Handed

Game Stats

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6	HERO POINTS:	5		

CONNECTIONS:

Gotham City Underworld (Low level)

MOTIVATION: Greed

WEALTH: Comfortable

JOB: Student/Drug Dealer

RACE: Human

Sparky is a tall, rugged-looking teenager with an air of arrogance about him. He sells cocaine, but justifies that to himself by only selling it to 'losers.' He does not use the drug himself. His personal hero is a criminal: "Matches" Malone — the gangster who was never caught.

Cheech

alias Mando Papel

Height: 5'6" Hair: Black
Weight: 140 lbs. Eyes: Brown
Right Handed

Game Stats

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6	HERO POINTS:	5		

CONNECTIONS:

Gotham City Underworld (High level)

MOTIVATION: Greed

WEALTH: Comfortable

JOB: Drug Dealer

RACE: Human

Cheech is shifty-eyed, but quick to smile when cash is involved. His palms sweat, making him unpleasant to shake hands with. He is able to organize a quick, effective ambush if he feels that one of his people is in trouble or is crossing him. Nobody crosses Cheech twice.

24 Warehouse Gunmen

Game Stats

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	7	HERO POINTS:	5		

SKILLS:

Weaponry: 5

The Warehouse gunmen are scattered about the warehouse as shown in the Gamemaster's Map of Warehouse #3.

60 Camp Gunmen

Game Stats

DEX:	3	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	7	HERO POINTS:	5		

SKILLS:

Weaponry: 4

The camp gunmen work in over-lapping shifts. Those not in the towers or in the labs are generally asleep or at "Club Dead."

4 Camp Officers

Game Stats

DEX:	2	STR:	3	BODY:	3
INT:	3	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	7	HERO POINTS:	5		

SKILLS:

Weaponry: 5

EQUIPMENT:

.45 Automatic Pistol

AV: 0, EV: 4, Range 0-3 / 4 / 5

Ammo: 7, Ammo Reload Packs: 2

The officers are each in charge of a barracks and a lab, will be in the lab they supervise while it is operating, or they will be off duty when their men are off duty.

COLOMBIAN HEADQUARTERS

Shadowmask's Operations Base is set deep in the Colombian Rain Forest near the Yari River. The camp resembles a World War II prison camp with its guard towers, searchlights, and double barbed wire fence. Officially it does not exist, and its location is not well known. Pilots are given landing coordinates at the last minute, and most of them do not make more than one visit.

A) Guard Towers

The guard posts are corrugated tin towers set twenty feet high. Each has a searchlight, operated by a handle in the tower. Each has two men on watch at all times. They are normal guards and armed with automatic rifles. The two towers near the river have mounted machine guns capable of covering the river and surrounding areas, but unable to fire into the compound.

Stealth movements in the camp are rolled against the INT and WILL of the guards in both guard towers on the side of the camp being assaulted. Normally these stats are both 2, but each guard will burn 1 Hero Point on both in every phase after a disturbance in or around the compound. This will also be considered a Team Attack by the guards, as all four guards (two in each tower) will be alerted. Each guard has six Hero Points.

If a stealth roll fails, the guards will aim the search light at the source of the disturbance. The DEX of the guard moving the light is rolled against the DEX of the character avoiding the beam. If there are any RAPs, the guard will see the character.

Automatic Rifle AV: 4, EV:6, RANGE: 0-5 / 6-7 / 8.
Machine Guns AV: 5, EV:8, RANGE: 0-6 / 7-8 / 9.

B) The Yari River and Bridge

The Yari River is used as an airstrip on a daily basis. Seaplanes fly in at dawn and out at dusk, docking under a camouflage covering. The river is swept free of obstacles daily at noon by a team of four men.

The planes are taxied as near as possible to the bridge and the supplies and unprocessed coca leaves are unloaded by the forklifts. The gates are left open during this procedure and four extra guards, armed with submachine guns, are brought out onto the bridge.

Sub Machineguns AV: 5, EV: 5, RANGE: 0-3 / 4-5 / 6

C) Loading Warehouse and Garage

The coca leaves are unloaded here.

The garage houses three forklifts and two trucks. The forklifts are the common heavy industrial type and are capable of a Speed of 1 AP. They are used to transport cocaine and supplies throughout the compound.

The trucks are broken down old army surplus vehicles. Neither is capable of more than 5 APs of Speed (30 mph).

D) Barracks

The barracks are wooden with tin roofs. Each has a large room with six bunk beds and a bathroom that holds four toilets, four sinks, and two showers. The buildings are comfortably ventilated. Each has its own electrical generator and is fed water from the river.

Despite the nature of the facilities, hygiene is stressed so no outbreaks of illness will devastate the camp.

E) Warehouses

The warehouses in the camp are where coca leaves, cocaine and other supplies are stored. They can hold a total of 100 tons of cocaine when full and are generally kept at least half full.

F) Visitors' Quarters

The visitors' quarters are in a nice building with two rooms. Not as elegant as Shadowmask's home, the accommodations are roughly equivalent to those in a cheap American motel.

G) Armory

The armory is where all the weapons and ammo are kept in the camp. Guards check their weapons in and out at the beginning and end of their watches. There are enough guns and ammo to supply every man in the camp with an automatic rifle and 5 clips of ammo. In addition there is 1,000 rounds of ammo for each of the machine guns, 100 grenades and 40 lbs of plastique.

The armory is made of wood with a corrugated tin roof.

The door is locked (OV/RV: 4) at all times.

Automatic Rifles AV: 5, EV: 5, RANGE: 0-3 / 4-5 / 7.
Grenade Explosion: 3 APs.
Plastique Explosion: 9 APs.

H) "Club Dead"

"Club Dead" is the place the workers go for fun. The club has a camouflaged satellite dish on its roof; it is generally trained on any soccer broadcast it can get. Liquor, beer and tasteless reading material is available here.

The building is made of wood, with a tin roof. Unlike the barracks it is insulated and air conditioned enough to make it pleasant. It has its own generator.

I) Prison Hut

The prison hut is little more than a building made of bamboo lattice walls (BODY: 6) and a thatched roof (BODY: 2). It was added when a few of the men had too much liquor in Club Dead. It is relatively secure (Lock — OV/RV: 3), and since it can be seen through the guards find it very easy to keep an eye on the prisoners.

J) Infirmary

The Infirmary is capable of treating most tropical maladies (Hospital of 2 APs). It is clean and cool, a perfect place to recover from the harsh toils of the camp. The doctor (Medicine Skill: 3 APs) is capable of setting bones, stitching up cuts and treating most illnesses. In major cases the worker is airlifted to a clinic more capable of handling the problem.

K) Mess Hall

The mess hall is large enough to feed all the men in three shifts. The kitchen has gas powered appliances (a griddle, two ovens, one stove and two large soup/gruel kettles), the propane shipped in with the other supplies. It has a freezer which is used mostly for making ice.

The mess hall itself is furnished with several large tables and chairs for seating. There are two soda/beer fountains and a rack to hold guns while meals are served. Since this is a 24 hour facility, there are four set times for meals (6-9 am, 11:30-1:30 pm, 4:30-6:30 pm and 11:30 - 1 am).

L) Officers' Quarters

The four security directors for the complex live in this building. The rooms are air conditioned and private. Each man has decorated his room to suit himself. It obviously doesn't take much to suit them.

M) Communications Center

The communications center is a small room filled with radio and scrambling equipment (17 APs each). Through this center all messages about supply deliveries and drug pick ups are relayed. Coded transmissions from the DEA and other drug enforcement agencies are also intercepted. As far as the workers know, this is the camp's only link with the outside world (they are unaware of Shadowmask's personal Communications Room).

N) Labs

The four labs, three free standing and one part of Shadow-

mask's HQ, are where the coca leaves are processed into cocaine. Inside each is a series of distillwry equipment for creating cocaine. Each lab can process two thousand pounds of cocaine a week.

Each lab has a truck door so the forklifts can deliver the leaves and remove the cocaine. While the labs are the most important part of the operation, they share the squalor of the rest of the camp. Most of the equipment is old or was creatively manufactured out of oil drums and other scrap material.

O) Shadowmask's Quarters

All references to squalor stop when the description of Shadowmask's quarters begin. The building is whitewashed, plastered brick (BODY of Walls: 8), and is easily the most sturdy building in the camp. The only windows in the building are in the lab and they are little more than gunports. (Strenuous to make a clean shot through them +3 Opposing Value Column Shift Modifier)

P) Lab

This lab is kept cleaner and looks far more modern, with glass and chrome fixtures, than the other labs. It is the lab that is shown to visitors. The workers wear white lab smocks and are not allowed to smoke.

Anything from plastic explosive to synthetic drugs could be manufactured with ease here (15 AP Lab).

None of the apparatus has visible labels: everything is labeled with Braille tags. Without knowledge of Braille or a vast practicing knowledge of chemistry, figuring out what is in each bottle stored on the shelves would be Strenuous. (OV/RV: 6 APs)

If a character searches this lab (OV/RV: 12) and receives 6 RAPs, he will find a vial of the same poison that was used to cut the cocaine that Andrea Smith used.

Q) Meeting Room

This room resembles an American board room. The walls are walnut paneled, the furnishings are dark wood and leather.

Shadowmask's Private Quarters

All descriptions from this point forward are in Shadowmask's private quarters and are subject to the following conditions. The rooms are all sound dampened, so nothing can be heard clearly between them. All lights are on a fifteen second delay and the switches are located directly above each door. Most people will assume there are no lights, and the Braille labels on everything will give the mistaken impression that Shadowmask is blind.

R) Machine Center

This is a room full of machining tools that Shadowmask uses to produce parts to replace those in lab equipment and to produce weaponry for himself (12 AP Workshop). All the machines are labeled in Braille.

S) Library/Private Communications Center

The library contains mostly novels and books on chemistry. Many of these books are in Braille.

The bookcase against the southern wall slides forward and to the west, revealing a bank of radios for emergency communications. The short wave radio is set to allow a message to get to the United States.

This communications center also has a trap door in the floor. It leads down into a small tunnel heading off to the south. This might appear to be an escape tunnel, but it is not. At the end of it there is another trap door, leading down. Opening that door will trigger a 4 AP explosion. This trap was set for anyone who snoops in Shadowmask's private quarters.

T) Kitchen

The kitchen is fairly normal for a North American house

except for the fact that everything is labeled in Braille. The food in the refrigerator is very good quality, and includes much in the way of fresh vegetables and meat.

The refrigerator can be moved to the right to reveal a ladder down. This ladder leads to the generators. Hot water, heated by the solar panels on the building's roof, drives the generators. At night the generator can be switched over to power by gasoline engines.

U) Study with Brailier

Shadowmask's study is small and intimate. He keeps all records of the operations here. He has a small computer that drives a Brailier, reducing all the records to Braille. The bulky books of Braille material are kept on the shelves around the room. There are also a couple of regular books in stages of translation to Braille in the room.

V) Reception Room

This is the room where Shadowmask holds court when needed. The room is huge with a throne at the southern end of it. The lighting in this room is provided by a series of spotlights recessed in the ceiling and controlled by buttons on the armrest of Shadowmask's throne. At the flick of a button he can blind those in the room with two spotlights (Mimics Flash Power: 4 APs)

The throne can also operate all the devices in the Media Center and rotates to exchange itself with an identical copy of the chair in the bedroom behind it. Shadowmask makes entrances and exits through this manner, the change being so fast that it looks like he teleports from hiding to the chair.

W) Media Center

The Media Center is a bank of stereo and television equipment. The equipment has been modified to suit Shadowmask's own specifications. He can get many different broadcasts by picking signals up from passing satellites. He has a small, extremely sensitive dish on the top of his headquarters. He uses the equipment to monitor news broadcasts from the United States and Columbia.

X) Bedroom

Shadowmask's bedroom is nothing special. It is clean and neat, everything in its own place. He has a wardrobe with copies of his uniform and street clothing. He has a waterbed and its headboard has shelves with paperback books on it.

Y) Hidden Passage

The door to the tunnel is hidden (OV/RV against discovering it: 8). The tunnel leads beneath the camp to the river. At its terminus there is a small one man sub. If Shadowmask gets to the sub and secures its door he can leave and the river will flood the tunnel. Beside the terminal end of the tunnel there is a switch that will activate a bomb in the southwestern corner of Shadowmask's Quarters, beneath his waterbed, that will blow his HQ and the entire camp to bits. If Shadowmask has to escape this way, he will trip the bomb.

The Bomb (Explosion of 12 APs) has a fifteen minute fuse on it. At three minutes a klaxon will sound for the camp to be abandoned. If it is not disarmed (OV/RV: 10), it will take that section of the camp out. There is time to escape the bomb after the klaxon sounds, but lots of evidence will be lost in the blast.

Z) Bathroom

The bathroom in Shadowmask's HQ is normal in all aspects for a North American household.



WAREHOUSE #3

A ton of cocaine is being unloaded from the ship to the warehouse. Afterwards, the ship will be empty.

The walls of the warehouse are wood (Body of 6 APs).

There are 24 men scattered around here who may or may not be hidden, depending on whether the heroes are being ambushed or not. If the men are hidden, a Perception Check (OV/RV: 4) must be made for each man by a character who is looking or listening in that man's particular direction. Each man's location is marked with an X on the GM's map.

The men in the Warehouse have their stats listed under 24 Warehouse Gunmen on page 57.

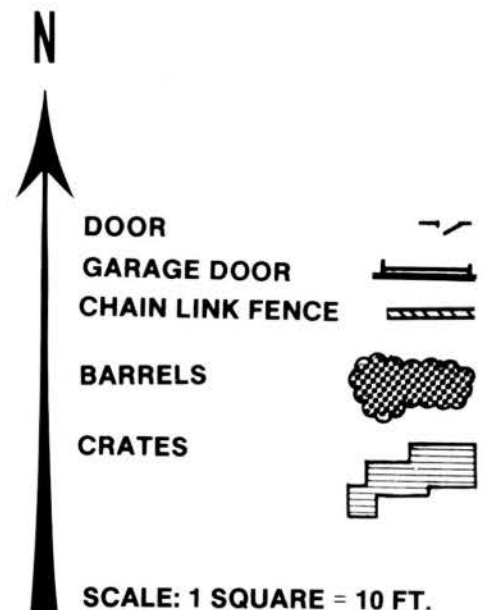
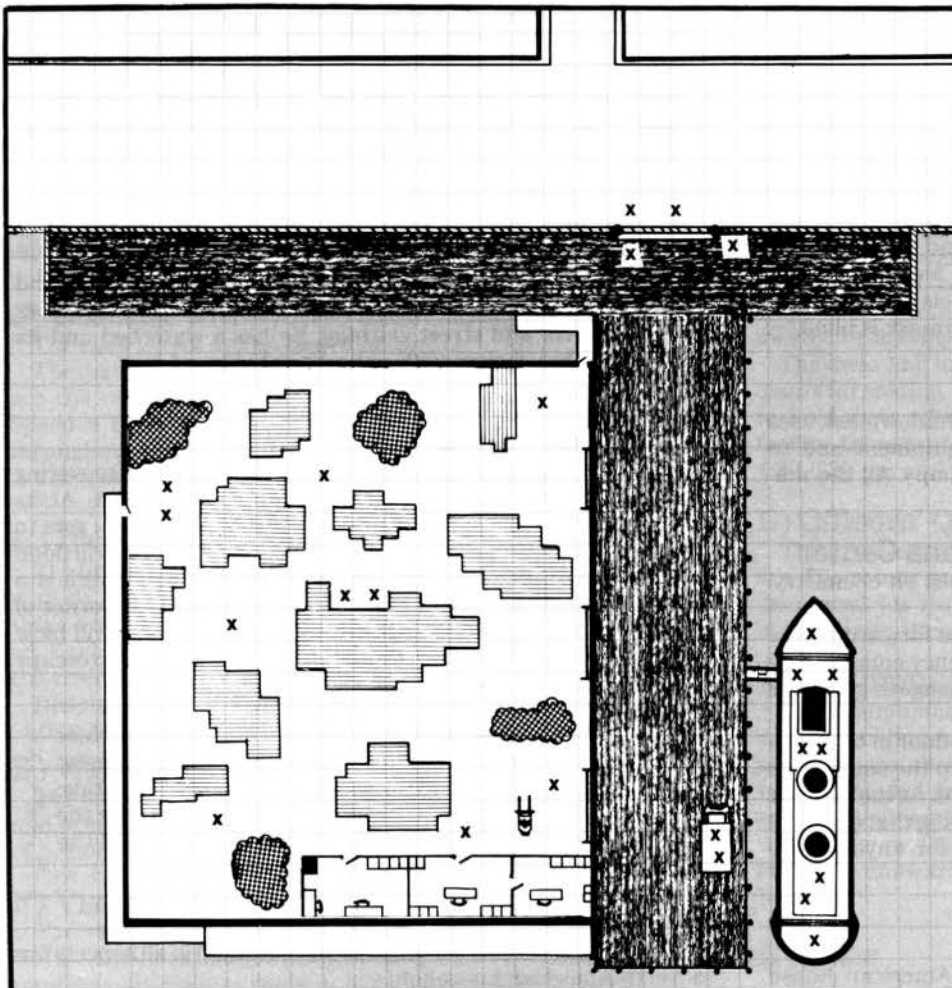
The water is 30 feet deep at this point.

If any of the sacks of cocaine are exploded, a cloud of cocaine with a volume equal to the RAPs of the explosion will burst into the air with a Poison Touch power of 8 APs that will do killing combat on whoever breathes it.

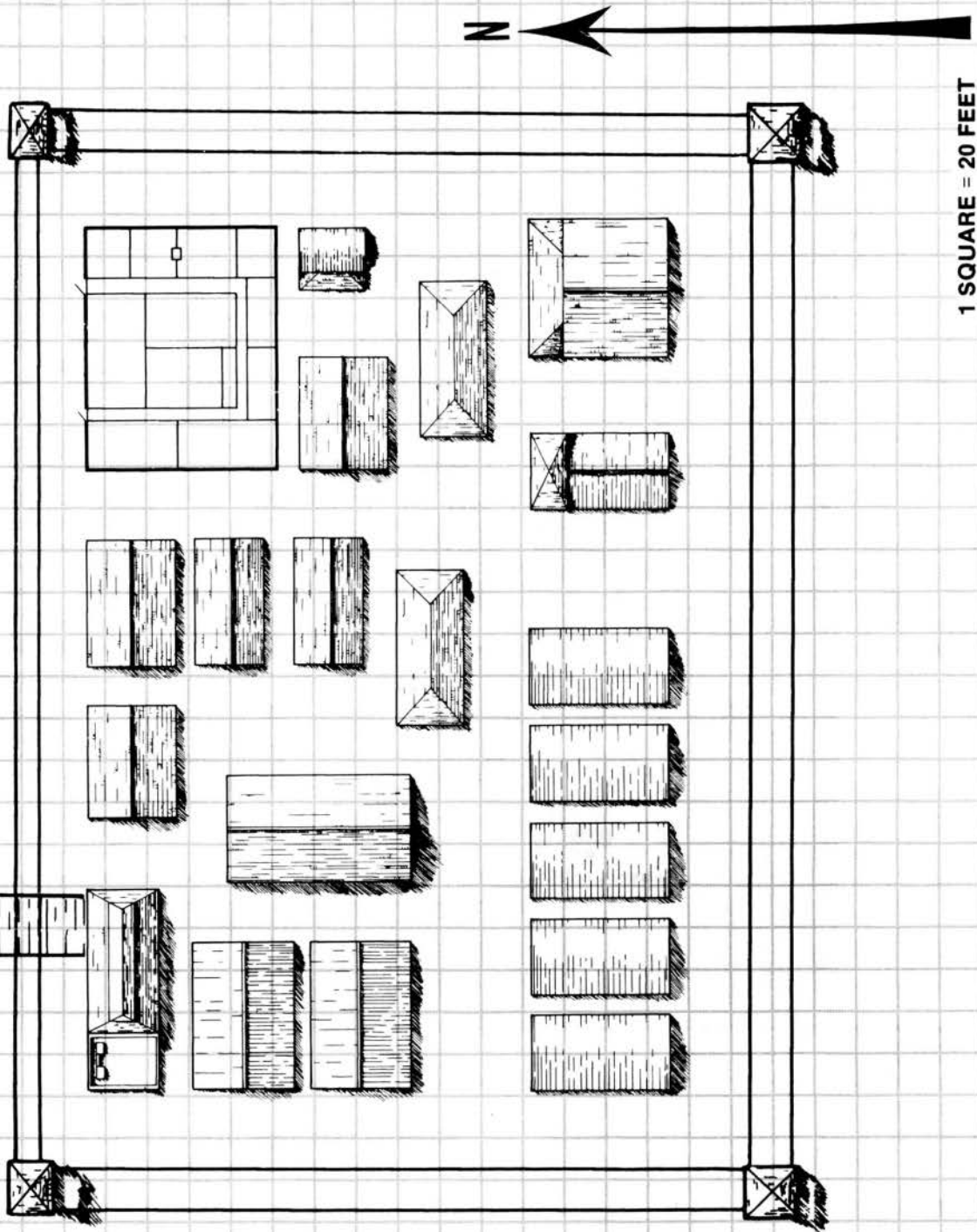
Truck..... SPEED: 7 APs, BODY: 10 APs, WEIGHT: 7 APs

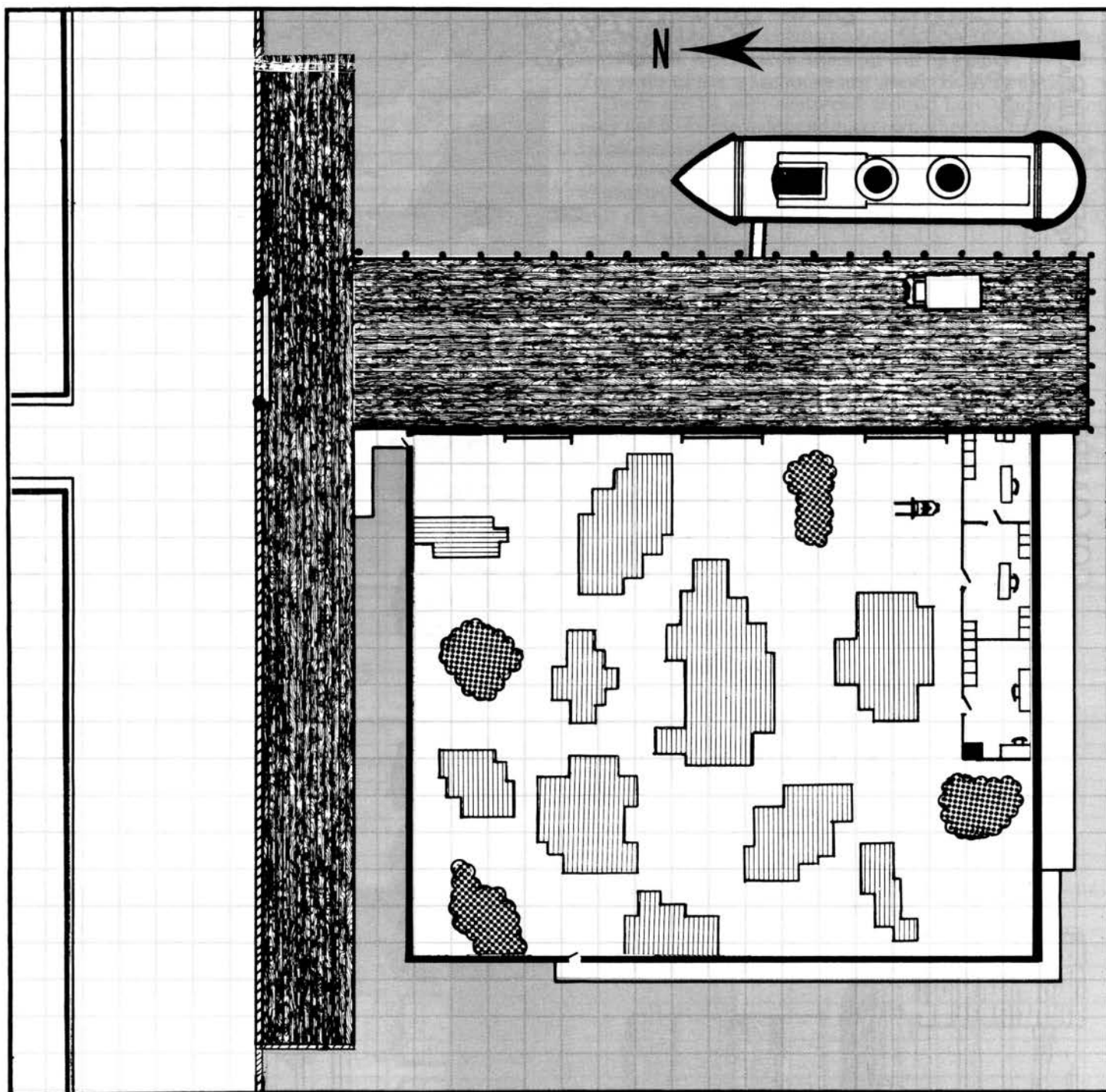
Ship SPEED: 6 APs, BODY: 13 APs, WEIGHT: 9 APs

GM's Map WAREHOUSE #3

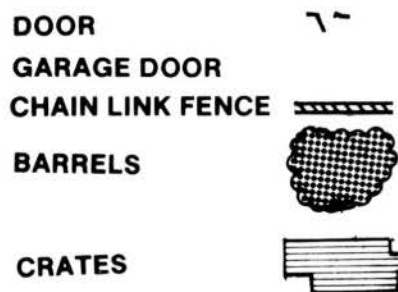


COLOMBIAN HEADQUARTERS





WAREHOUSE



SCALE: 1 SQUARE = 10 FT.

OUTSIDE INTERFERENCE

Introductory Encounter Powder Burns

Setup

This encounter is designed to introduce the problem to the Outsiders by giving them a personal stake in the matter.

Player Information

Read to Halo: "Oh Violet, there's Sparky!" Andrea Smith pulls you along behind her as she makes her way down the crowded corridor of your high school.

You've known Andrea for about three weeks. She was an ordinary girl who wore ordinary clothes, and the first time you saw her she was crying. Her parents were having marital problems and they alternately ignored her and used her as a tool against each other. She appreciated your listening to her and brightened at your offer of friendship.

She is still miserable, not having solved any of the problems she has with her parents, but at least now she has a friend to talk to.

As you near Sparky, you see a change come over her: she smiles and starts joking. Could she be in love?

She introduces you to him and you are not impressed: he is arrogant, treating you both like minor annoyances. He looks as though he has somewhere else to go until Andrea gives him an envelope. "It's a hundred dollars," she tells him. He pockets the envelope and gives Andrea a smaller one. "Have fun," he smiles tightly. He spots a few members of the football team and abruptly leaves you to be with them.

She invites you over to her house after school. Her parents are still at work when you get there. "I've got something that cheers me up," Andrea says, "Do you want to try some?" You are interested then shocked when she unfolds a packet of cocaine.

"Don't look like that," she says, reacting to your look of horror. "It's not all that bad. Here, I'll show you." She inhales some of the white powder. "See?"

She begins to sneeze, violently. Her body contorts: a look of intense pain freezes her mouth in a silent scream and she begins to claw at her face. She throws herself against the wall then collapses, pulling her desk over. She hits the ground screaming. Her eyes dilate as blood froths from her nose.

Gamemaster Information

Andrea is still alive, but is in dire need of medical care. Halo can throw a Stasis field around her to buy time until she can take Andrea to the hospital or call the paramedics. While she is recovering, Halo should relate the story to Batman and the rest of the Outsiders.

The doctor will tell them that the cocaine Andrea used was cut with poison. Because of the nature of the case, the police are called in. They tell you all that there have been scattered cases of cocaine poisonings, but that they've been trying to keep things quiet. They would appreciate it if Batman and the Outsiders would look into this case.

If Andrea is asked who sold the drug to her, she will say "Sparky."



Encounter #1 Part of the Problem

Setup

The heroes will probably want to begin their investigation with Sparky. They will find him at school.

Players' Information

Sparky, a tall, rugged teenager with clear blue eyes, stands at the sidelines of the school athletic field while the football team practices. He notes your approach with a raised eyebrow.

Gamemaster's Information

If the heroes approach him in costume, he will be Hostile (+3 Column Modifier to Opposing Value in a Persuasion attempt), unless they charge him with attempted murder. Sparky will lead them to his connection, Cheech,

who will ambush them in the warehouse.

If the players approach Sparky in their civilian identities, they will be ignored by Sparky. It will be difficult to get information out of him as he is Opposed to the Characters (+4 Column Modifier to Opposing Value in a Persuasion attempt). If they persuade him, Sparky will lead them to his connection, Cheech, who will ambush them in the warehouse.

If the players approach Sparky with the Batman in his guise of "Matches" Malone, Sparky will be Awestruck (-2 Column Modifier to Opposing Value in a Persuasion attempt) and will lead them directly to the warehouse, where they will deal with Cheech on a business level. "Matches" is a personal hero of Sparky's.

Encounter #2 Part of the Solution

Setup

If the heroes have been set up, there is an ambush: four men guarding the gate, ten men inside the warehouse, eight men on the ship and two men in the truck are all armed with Machine Guns. They are all hidden, and a Perception Check (OV/RV: 4) must be made for each area. The number of RAPs is equal to the number of men spotted by the perceiving character.

Cheech plans to have the ship's cargo unloaded after the ambush.

If the heroes have not been set up, they will find that the ship is being unloaded and the cargo is being taken inside the warehouse.

The same number of men are there and armed, but they are in clear sight and not expecting trouble.

The ship's cargo is pure, uncut cocaine. It has not been poisoned.

Players' Information

Night. The air in Gotham Harbor is still, as if the city

was holding its breath. Waves gently slap the pier as you approach the warehouse. There are no other sounds.

Gamemaster's Information

Let the Players see the entire situation. Give them the Player's map.

If the Players are being ambushed, they will be shot at when they reach the warehouse door. If the heroes can spot the mobsters and, using stealth, take them out quietly, so much the better.

If the heroes are not being ambushed, they may attack when they please. "Matches" must not directly attack the mobsters, as his usefulness as a character will immediately come to an end. When the battle starts, "Matches" should vanish into thin air. If the player has "Matches" go to a bar later to casually spread the word that the bust has taken place, the GM should give that player a Standard Award for Subplots.

After the battle, the heroes will find a number of clues and a videotape.

Clues:

The Ship (OV/RV: 12)

- 3 RAPs The ship is of Columbian registry.
- 4 RAPs The above information and that the staining on the floor of the hold indicates that the ship has been hauling cocaine for years.
- 6 RAPs The above information and that the waterline on the hull of the ship indicates the load was at least a ton heavier than what was unloaded at the warehouse. Unfortunately, there is no way to trace the missing cargo.

The Warehouse (OV/RV: 12)

- 3 RAPs The files show that the ownership of the warehouse is lost in a jungle of names and fake businesses.
- 4 RAPs The above information and that the corporation that seems to run everything is called Shadow and Snow, Inc.

The Bags of Cocaine (OV/RV: 12)

- 3 RAPs There is a strange orange powder on some of the bags.
- 4 RAPs The above information and that the powder is a mineral sediment.
- 6 RAPs The above information and that the chemical composition of the residue matches that of the mineral content of the Yuri River in Columbia, indicating that these bags were washed in that water.

The Videotape (OV/RV: 4)

- 1 RAPs The tape is a typical home video-cassette. However, when played, the image and the sound are slow.
- 2 RAPs The above information and that it was recorded in a country where the electricity runs at 50 cycles, instead of the normal North American 60 cycles.



It is a simple matter for the Batman to plug a travel adapter into the electrical line. As Bruce Wayne, he uses one often in foreign contries to run his electric shaver.

When the tape is played, read the following to the Players:

A dark image comes into the screen. It is a man seated in a blocky throne. The only light comes from above: he is covered with shadows.

The man nods toward the camera. "I must presume that warehouse #3 has been captured or destroyed if this tape is being played. Since it was hidden well I will also assume the police or the illustrious Batman and his Outsiders have it. This is well since it is meant for them.

"I am Shadowmask. The warehouse you have destroyed is merely one of several I have. Check your sources: you will discover that the flow of cocaine into the city has been disrupted, but not cut off. In fact your action will actually allow me to raise the price of the product because of the shortages that you have caused. For that I thank you.

"I am a businessman. I provide a product for a clientele that is willing to pay for it. I do not want trouble with you, but I recognize the problems we will run into.

"Therefore, I offer you a deal. You know the drugs will always be in Gotham. I will keep the supply constant and clean. I will police my own organization so there is no trouble with it. Unless you go out of your way to look for us, you will not see us. We will provide a service in a businesslike manner, doing away with all the violence and shady dealing normally associated with our product.

"I know that idea is repugnant to you, despite the logic of it, so I offer a contrast. If you prey upon us we will withdraw from Gotham. If forced to do that, however, I

will insure that the supply of cocaine to Gotham is cut with poison. As you probably know by now, I have that ability. The lives of the citizens of Gotham are in your hands.

"The choice is yours. Good night."

GM Only: None of the cocaine in Gotham is poisoned. However, if Shadowmask's demands aren't met, the next shipment will be. The only way for the heroes to stop this (short of agreeing to Shadowmask's terms) is to go to Columbia to stop the problem at its source.

Troubleshooting

If the heroes decide to call Shadowmask's bluff, he will poison the cocaine. If the heroes counter this move by alerting the public (one way of doing this is to put the tape on the air and letting the citizens of Gotham know that the heroes won't be blackmailed like this) Shadowmask will, without warning, poison the cocaine in other cities, beginning with Metropolis and New York. To stop him, the heroes must go to Columbia and destroy Shadowmask's base.

If the heroes don't think of going to Columbia on their own, Commissioner Gordon will call the Batman and introduce him and the Outsiders to the officer assigned to the case, Captain Juan Valdez of the Gotham City Police Department.

Captain Valdez will bemoan the fact that the good name of his native country, Columbia, has been soiled by the actions of men such as these. If only his jurisdiction extended to that country, he would do something about it.

Since he can't, though, he asks Batman and the Outsiders if they can do anything about it.

Encounter #3 Up the River

Setup

Into Columbia

The heroes must venture into Columbia to find Shadowmask's base in the jungle near the Yari River. The heroes can find Shadowmask's base by questioning the police or government officials, looking along the Yari River, or analyzing Landsat or Thermal Satellite photographs. For details on each method, see the Gamemaster's Information section.

Players' Information

Columbia is hot and sticky, even more uncomfortable than the hottest summers in Gotham. The people stare at you: strangers are regarded with suspicion and Americans are regarded with hostility. It will be difficult to find Shadowmask's base: the Yari River is long and mostly covered by a thick covering of foliage.

Still, with all the technical data available on the area, there should be some way to find the base.

Gamemaster's Information

Locating Shadowmask's Base

Below are the methods for locating Shadowmask's base, and the aps needed to get that result.

1) Asking the natives for information. The heroes will be met by Hostile people (OV/RV: 8 in a Persuasion attempt) who don't like Americans and who don't know the location of the base or the river. The police and government officials have the information, but it will be

difficult (OV/RV: 10) to get information from them: they have all been bribed by Shadowmask.

- 1-3 RAPs. The heroes get no information and will have to try another method to get to the base. Shadowmask is warned about the heroes and they will be ambushed when they arrive.
- 4-7 RAPs The heroes will get a general area, but Shadowmask will be warned that someone was asking. When the heroes arrive at the Base, they will be ambushed.
- 8+ RAPs This will give the exact location and the informant will be too terrified of the heroes to warn anyone.

2) The Batplane, Metamorpho, or Halo flying over the Yari River, looking for anything out of the ordinary. As Shadowmask has camouflaged the camp, the heroes have to roll their Mental Stats against Shadowmask's Military Science rating of 8. If there are any RAPs, the heroes have spotted the camp.

3) Analysis of Landsat photographs: (OV/RV: 15). 15 RAPs pinpoints the base exactly.

4) Thermal Satellite photographs: (OV/RV: 10). 7 RAPs pinpoints the base exactly.

When the heroes find the base, go to Encounter #4.

Troubleshooting

If the natives are asked and the attempt fails, the heroes can always ask another native. However, Shadowmask will be warned and will ambush the heroes.

If the aerial reconnaissance method is used, have the character go through the country until they find the river.

Encounter #4 The Heart of Darkness

Setup

Depending on how the heroes handled Encounter #3, Shadowmask will have an ambush prepared for the heroes, or will be caught totally unaware.

Player's Information

Shadowmask's camp looks like a World War II Prison Camp. It is surrounded on three sides by the jungle, but an area of about 100 yards from the double barbed wire fence has been cleared so the guards will be able to get a clear shot at anything that comes out of the jungle.

The fourth side is bordered by the Yari River and looks as heavily guarded as the other three sides.

There is a guard tower at each corner of the camp. There are two men inside each tower.

Gamemaster Information

If the heroes are being ambushed, the base will appear quiet - too quiet. Almost deserted. When the heroes enter the camp, they will be surrounded by all the men in the camp with Automatic Rifles.

If the heroes attack the camp and begin trashing everything, the guards will fight to the best of their ability. However, they are not stupid. There is no way that they will die for this business. They will surrender when they are obviously beaten.

If the heroes are able to sneak into the camp, they will be able to make their way into Shadowmask's headquarters if they are not perceived by the guards. Shadowmask will wait inside his headquarters for the Outsiders. If someone one comes alone, like the Batman, Shadowmask will attack him. In his own lair, unless the Outsider has made some broad sort of light, like Halo's light aura, Shadowmask will attack with Surprise. If he can eliminate the Outsiders one by one he will, if not he will wait for them in his throne room.

Endgame

If the Outsiders capture the base intact (including drugs) or begin trashing it, read them the following:

While all of you realize this is merely one in a series of labs scattered all over the world, you do feel good about destroying it. You have stopped the threat to Gotham.

Standard Awards

Opposition	
<i>Inferior</i>	15
Areas of Consequence	
<i>City</i>	3
Severity	
<i>Fatal</i>	15
Total Standard Award	33

If this method is used after a failed interrogation of a native, Shadowmask's men will be warned and on the alert, and any character flying over the compound will be shot at with a machine gun. See the Guard Tower for details on the weaponry available.

"If anything happens to me," he says, "All of the cocaine in my warehouses in Gotham, Metropolis and New York City will be poisoned.

"You see, I have prepared for your coming. The order to poison the drug will still be in effect unless I contact my men in those cities. There's nothing you can do, save leave my camp and this country. You cannot win."

If no Outsider attacks him instantly upon the conclusion of his talk Shadowmask will activate the throne and will spin away and make for the sub. If someone does attack him and blows him from the chair Shadowmask will fight until rendered unconscious.

Inside the sub is Shadowmask's radio with which he will contact his people to stop the poisoning.

If the heroes decide to call his bluff, they will have to find his Private Communications Center (OV/RV: 4, once they are in the library), they will have to search through his notes (OV: 8, RV: 6) to find the locations of Shadowmask's men and the radio frequencies on which they can be contacted. There are two contacts in each city (New York City, Gotham, and Metropolis), and separate rolls must be made for each contact.

The Artist (Acting) skill must be used (OV/RV: 4) to fool the men. If the player arranges a meeting with the contacts and traps them, give that Player a Miscellaneous Standard Award for thinking of this.

If Shadowmask is captured the Outsiders can proceed to Endgame.

If Shadowmask escapes he will trigger the self-destruct mechanism. He will cancel the order to poison the cocaine, and plot revenge, probably by going to the United States and trying to bring the Outsiders down one by one.

If Shadowmask should manage to capture all the Outsiders he will hold them hostage until he has a chance to escape, setting off The Bomb to destroy the base and all of the evidence.

Award Notes:

The following categories should be considered when giving Awards to the Players:

Participation:

This award is automatically given to a Player, unless that Player initiated a Killing Combat Sequence

Role Playing:

How did Halo react to her friends' use of Cocaine in Encounter 1? Did the other Players act in ways that the Heroes would?

Saving Innocent Bystanders:

Was Andrea Smith Saved?

Miscellaneous:

Did the Player sidestep a major obstacle through an intuitive leap of his own? Remember, this award is totally up to the discretion of the GM.

Case #2: CHECKMATE



Case #2: Checkmate

Player Character: the Batman
Non-Player Characters: Ra's Al Ghul
Talialia
Jason Todd
Abn Ben Sur
Targets: The King of Jordan
The King of Saudi Arabia
The President of Egypt
The Leader of the P.L.O.
The Setting: Saudi Arabia

Designing a Scenario

The steps taken to design "Checkmate" are the steps needed to design any adventure. A great deal of work must go into a scenario. However, when you are organized the adventure can come together more easily than you might imagine.

Four steps have to be dealt with when creating an adventure:

- Choosing a villain and giving him a motive or goal.
- Making sure the plot is worthy of the villain and that it uses his *modus operandi*.
- Adding a twist or two to the story or inserting a subplot if the plot is too straightforward.
- Balancing the adventure.

Choosing a Villain was easy: Ra's al Ghul has been a favorite of mine since his first appearance. Every time he showed up he gave the Batman a good workout. In a game like this, I thought it would be fun to see how he would play.

Making sure that the plot was worthy of the character was another matter: In working on this project I made a point of tracking down every appearance that Ra's al Ghul ever made in the Batman's books. Granted, this was easier than doing the same for the Joker or Penguin, but it enabled me to learn all about him and to get a feel for him.

In the description of Ra's al Ghul (Page 42), I stated my belief that Ra's would blame the Batman for Talia's splitting of loyalties. I listed his motivation as Power Lust but also mentioned his weakness for his daughter. I felt that any plan that Ra's would come up with would satisfy both of these needs.

A good place to look for story ideas is in the newspapers, the news magazines, or any other medium that explores the world around us. Current events changed slightly or carried into the future can provide the basis for a number of interesting adventure ideas. Likewise, scenarios dealing with the capture of notorious crime bosses, or the apprehension of spies can satisfy players by letting them take a shot at the current crop of world problems.

The idea of a summit of Middle Eastern leaders sprang from the news of a meeting between King Hussein of Jordan and the President of Egypt. Certainly a meeting of those two with the leader of the PLO and the King of Saudi Arabia is not so hard to believe, nor is the idea that terrorists might try to kill all four of them in one shot.

Ra's would probably see this as an opening to get control over the Middle East, from there controlling most of the world's oil supply. A man of Ra's' capabilities could easily accomplish this. He would be able to convince his daughter that this was the way to end centuries of fighting in this part of the world, and he would be able to gain her aid in this venture.

This is a good time to bring the Batman onto the scene; the sake of the balance of power is at stake.

Generally, the Batman works exclusively in Gotham City; unless there is a real reason for him to leave, he would stay there. So what if the Arabs asked the Batman to be at the meeting as a security precaution? This is not too far-fetched; the Batman has been consulted as a security expert on a number of occasions and he has the reputation of being best man for the job.

We have a situation now, but it is still too straightforward, still too easy. The Batman would just make sure that the security precautions were good enough to thwart Ra's plans.

However, Ra's plans are not those of an ordinary man . . .

This is the time to add a twist. Ra's, knowing from his sources that the Batman would be there, would see it in his best interests

to come up with a plan to remove the Batman. From his past experiences, Ra's knows that the way to deal with the Batman is not in too direct a manner, but rather to deal with him through his weak spots, through his sense of justice and through the ones that the Batman loves.

One of the most dangerous aspects of Ra's al Ghul's personality is his knowledge of the Batman's secret identity. In a caper this important, Ra's would certainly use this information against him. The best way for Ra's to do this would be to capture Jason Todd as a hostage to hold the Batman's hand.

But this is still too direct; the Batman, knowing exactly what he is up against, would figure a way out of this situation and destroy Ra's plans. Ra's has to throw the Batman a curve; he uses misdirection and sets a trap.

Ra's tells the Batman that he kidnapped Jason as a way of ensuring that the Batman would rescue Talia from terrorists. He weaves a convincing story for the Batman about his need for the preservation of the status quo in the Middle East, and that his purpose is to **stop** the assassinations of the Middle Eastern leaders by those same terrorists who "kidnapped" Talia.

Ra's knows that the Batman's feelings for Talia are as strong as his own. By using this — *Ra's' own vulnerability*, one that the Batman is aware of — Ra's is almost 100% assured of convincing the Batman of his purposes.

The Batman really has no decision in this case. If Talia comes to any harm at the hands of the terrorists, there would be nothing to stop Ra's from killing Jason.

Using clues that Ra's graciously supplies, the Batman finds and assaults the camp where Talia is being held. When he finds her, she hits a silent alarm and the two of them are instantly surrounded by 25 armed terrorists.

And Ra's is free to carry out his plans. . .

Balancing the Adventure comes into the story at this point. Ra's could just as easily have ten, one hundred, or a thousand men to deal with the Batman at the camp, but after running through a mock battle between the Batman and the guards, I found that the Batman could get out of this trap, but it he has to push his abilities and his luck. He is then able to race back to the **Summit Meeting Place** and save the day.

But that isn't going to be easy either. Again, Ra's uses misdirection in the guise of a two-part plan. He uses a powerful bomb that can blow all of the leaders to bits — except for one who would miraculously survive: Ra's in disguise. And if this plan doesn't work, Ra's has a number of men waiting to cause enough confusion for Ra's to switch places with the world leader.

As before, the number of men, the type of explosive used and the stats of the assassins were carefully worked out so that the Batman has to work for his victory but not get totally overwhelmed.

The most perfectly balanced aspect of the game is the closeness of the Batman's and Ra's al Ghul's stats. When the two of them battle it out face to face, the result is extremely exciting and highly satisfying.

Sometimes, even after all the preparations in the world are made for an adventure, something goes wrong. Something doesn't quite click. If this happens, it's back to the drawing board to hack it all out again.

But once it's done, once you have a good adventure that works, the real fun begins: the fun of sharing it with others and letting them experience the magic of your dreams.

CHECKMATE

A Head to Head scenario for the DC Heroes Role Playing Game

GM INTRODUCTION Ra's Al Ghul's Plan

Four Middle Eastern leaders have arranged a secret meeting in Saudi Arabia. They intend to bring peace to their part of the world for the first time in centuries. Wary of the actions of their more radical neighbors and the world at large, they have called for the advice of the world's greatest security expert — the Batman.

Security is tight, but there is a leak. Ra's Al Ghul has discovered their plans and has made a few of his own. He intends to assassinate the leaders, and emerge in the guise of the "survivor" — the King of Saudi Arabia. From this position of power he plans to consolidate the Middle Eastern countries, thereby controlling the bulk of the world's oil supply. Then he will easily be able to drive America and Russia to their knees.

He will switch identities with the King during the most successful part of a two phase plan:

Phase one: The Demon's Roar

A shaped explosive charge is planted in the basement of the building where the meeting is to be held. The bomb

will explode upwards with enough power to cause the roof of the building to cave in and crush the leaders. The body of the King of Saudi Arabia will be taken and cremated so as not to leave any evidence, and a disguised Ra's Al Ghul will take his place.

Phase two: The Demon's Fist

If the bomb is found or for some reason is not successful, eighteen men armed with machine guns and smoke grenades are stationed in six rooms surrounding the meeting site. The moment the leaders step out of the building, the assassins will blast away at them—unless Ra's signal, a wipe of his hand across his forehead, is given. In the confusion of the smoke and bullets, Ra's will switch places with the King, and Ra's bodyguard will take the King beneath the building, kill him and get rid of the body.

Getting the Batman out of the way is simple; all Ra's has to do is kidnap Jason Todd and use him as bait for a trap. However, Ra's respects The Batman's intelligence enough to know that The Batman will realize this is a trap. Ra's decides on the double switch method which will use his own daughter Talia as bait for the trap and Jason as the Batman's reward for "rescuing" Talia.

Non-Player Characters

Abn Ben Sur

Chief of Royal Security

Height: 6'2" Hair: Black
Weight: 190 lbs. Eyes: Brown
Left Handed

Game Stats

DEX:	3	STR:	3	BODY:	3
INT:	3	WILL:	3	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	8	HERO POINTS:	25		

SKILLS:

SKILLS:

Charisma: 7, Military Science: 3,
Scholar: (Law: 6), Spy: 6, Weaponry: 4

LIMITATIONS:

Catastrophic Irrational Attraction to
see to the safety of his King.

CONNECTIONS:

Interpol (high level)
Saudi Arabian Royalty (high level)

MOTIVATION: Loyalty

WEALTH: Comfortable

JOB: Chief of Royal Security

RACE: Human

Abn Ben Sur is the chief of Royal Security for Saudi Arabia. He is a dark, serious man who walks the fine line between intense loyalty to his King and harsh realism concerning the rest of the world.

25 Terrorists in Camp

Game Stats

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6	HERO POINTS:	6		

SKILLS:

Weaponry: 3

These are the men who are actually in the camp during the events in Encounter 1. Three of these men are in the Guard Post above the camp, the rest are scattered around the camp and in the Barracks.

24 Terrorist Guards

Game Stats

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6	HERO POINTS:	6		

SKILLS:

Weaponry: 3

These are the men who are in the checkpoints along the roads leading into camp see **Entry - Taking** either road into the camp on page 70 for details.

16 Assassins

Game Stats

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6	HERO POINTS:	6		

SKILLS:

Military Science: 4, Weaponry: 3

These men are hidden in the buildings surrounding the Summit Meeting Place. They are armed and will attack as part of **The Demon's Fist** in Encounter 2 unless the first phase of Ra's plan was successful.

Lurk

Ra's Bodyguard

Height: 7'3" Hair: Bald
Weight: 350 lbs. Eyes: Black
Right Handed

Game Stats

DEX:	4	STR:	7	BODY:	4
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INIT:	8 (13)	HERO POINTS:	35		

SKILLS:

Martial Artist: 5

Lurk, Ra's Bodyguard will fight to the death for Ra's. Anyone who wants to get to Ra's has to get through Lurk first. If a combat with Lurk goes beyond three phases, Lurk will enter Killing Combat.

Maps

Terrorist Camp

Abn Ben Sur's Information:

Built into a mountainside near Sebaykah is an abandoned village. It has recently come to life again with the activities of a number of men with guns. Only a few Bedouins ever saw the new tenants, but word slowly leaked out, enough for an informant to sell its location to Interpol.

That is all he or anyone else can say.

The Base

The village has been rebuilt and refitted with modern equipment. There are eight buildings, a large gas tank, and a sheer cliff with a guard post built on an outcropping.

GM Only: Far beneath the village, a shuttle car runs through a tunnel that ends just below the Summit Meeting Place.

Entry

There are four ways into the camp:

- **Climbing down from above:** A flat area on the other side of the mountain is suitable for landing an aircraft. This cliff face is a difficult climb (OV/RV: 4).
- **Climbing up from below:** This cliff face is also a difficult climb (OV/RV: 4). Two of the guards in the Guard Post are allowed a Perception Check against the Batman's Stealth Subskill. When the Batman is in the shaded areas on the GM's map, the guards can neither see nor shoot at him.
- **Taking either road into the camp:** Four checkpoints are hidden on each road leading into the camp. Each checkpoint has three guards, each armed with an automatic rifle. Each checkpoint is connected with the Command Center by radio. Anything out of the ordinary that occurs at any of these posts is immediately relayed to the Command Center. Command Center can be fooled over the radio by someone using the Acting Skill (OV: 2, RV: 2).

Automatic Rifle: AV: 4, EV: 6, RANGE: 0-5 / 6-7 / 8.
Machinegun: AV: 5, EV: 8, RANGE: 0-6 / 7-8 / 9.

- **Using Ra's Shuttle:** The camp exit is in Talia's quarters. There are electronic sensors in the tunnel which mimic the Life Sense Power: 10 APs.

Stealth movements in the camp are rolled against the INT and WILL of the guard in the Guard Post. Normally these stats are both 2, but he will burn 1 Hero Point on each in every phase after a disturbance in the compound. The guard has 6 Hero points. When he runs out of Points, he will call one of the other guards (who has the same stats and 6 Hero Points) to look. There are three guards.

Guard Post

The Guard Post is set into the cliff face one hundred feet above the main camp. Three guards are here at all times to watch over the camp and man a machine gun that can attack any non-shaded area (see GM's map of the Camp).

The guards change shifts every eight hours (at 8:00 am, 4:00 pm, and midnight) with a fresh crew. The only access to the Guard post is by climbing the sheer cliff wall or climbing the rope ladder that is rolled down from the Post between shifts.

They are connected to the Command Center via radio in the same manner and with the same instructions as the checkpoint guards listed in The Base.

Garage

The Garage contains three jeeps fitted with .50 caliber machine guns and an old german half-track with a new 20 mm anti-aircraft gun mounted on it. Next to the Garage is a large tank containing fuel for the vehicles.

Machinegun AV: 5, EV: 8, RANGE: 0-6 / 7-8 / 9
Anti-aircraft gun AV: 6, EV: 15, RANGE: 0-19 / - / -
Gas Tank DEX: 0, BODY: 17

There will be a 15 AP explosion when the BODY of the tank reaches 0.

Barracks

The Barracks are lined with bunk beds for 40 terrorists. The Barracks are fastidiously clean; all clothing and personal items are stored in chests at the foot of each bed.

Armory

The Armory has 20 automatic rifles, 6 Uzi submachine guns, and 6 pistols. There is enough ammo to reload each weapon 12 times. There are also 12 grenades.

Automatic rifle AV: 4, EV: 6, RANGE: 0-5 / 6-7 / 8
Sub Machinegun AV: 5, EV: 5, RANGE: 0-3 / 4-5 / 6
.45 Automatic AV: 0, EV: 4, RANGE: 0-3 / 4 / 5
Grenade EXPLOSIVE: 8 APs

Workshop

The Workshop has the tools needed for building bombs, reloading ammo and modifying or repairing existing equipment. It is rated as a 5 AP lab. A small gas-powered generator provides electrical power here.

Command Center

The Command Center is where the communication and information gear is stored. This includes radios for picking up and broadcasting messages worldwide, monitors and unscramblers for intercepting communications, and computers that are illegally tied into Interpol, CIA, MI-6, the KGB, the National Security Agency, The Division, and other security organizations.

Beneath the Command Center is a geothermal generator that provides power for the whole complex, save the Workshop. (They don't want an accident in the Workshop cutting power off to the rest of the complex.)

Detention Center

The Detention Center has simple cells, the type one would expect to find in a normal jail. Each cell has two cots, a toilet, and a sink. Everything is fastened to the floor with bolts (BODY 5 APs).

The locks are complex (OV/RV: 4 APs).

BODY Values of building

Iron bars 10 APs
Steel Door 17 APs
Reinforced Concrete walls 12 APs

If The Batman returns to the camp in Encounter 3, this is where he will find Robin and/or the captured King.

Lecture Hall

The Lecture Hall is set up as an amphitheatre. There is a slide projector and blackboards for lectures. Diagrams on the board indicate to someone with the Military Science Skill (OV/RV: 4) that a recent lecture was on the creation of a shaped-blast explosive.

Talia's Quarters

Despite the heavy iron bars on the windows and heavy steel doors, Talia's quarters look quite comfortable. It looks like something out of the Arabian nights—traditional in look and feel but still intimate and feminine.

BODY Values of building

Iron bars	10 APs
Steel Door	17 APs
Reinforced Concrete walls	12 APs

GM Only: There are other things in her room, but the Batman won't get a chance to explore them before the guards enter.

There is a silent alarm button on her dresser which will summon the guards.

A tapestry depicting a geometric Moslem design hides a closet which contains her wardrobe and personal armory.

Sword..... AV: 0, EV: 4, RANGE: NA

.45 Automatic AV: 0, EV: 4, RANGE: 0-3 / 4 / 5

Sub Machinegun AV: 5, EV: 5, RANGE: 0-3 / 4-5 / 6

At the bottom of the closet is a trap door to the underground shuttle car which leads to a room directly below the meeting place.

Prayer Room

This room is set aside for daily prayers. A marker indicates the direction, roughly south southwest, to Mecca. The room is quiet and dark, decorated only slightly. In

keeping with Moslem custom there are no images of man or beast, merely geometric designs.

Shuttle Tunnel

Far beneath the ground is a shuttle tunnel for a mono-rail car that silently glides straight to a terminal beneath the **Summit Meeting Place**. This terminal is beneath the basement of the **Summit Meeting Place** and the entryway is very carefully hidden (OV/RV: 24 on a Perception Check) by Ra's Al Ghul himself.

The entryway to the tunnel is located under a hidden (OV/RV: 4 on a Perception Check) trap door at the bottom of the closet in **Talia's Quarters**.

There are electronic sensors in the tunnel which mimic the Life Sense Power: 10 APs. The information from these sensors is relayed to the **Command Center**. If an unauthorized person is found in the tunnel, four guards with machineguns will be sent down to eliminate the problem.

The shuttle car travels at a speed of 8 APs. It takes about an hour (10 APs) to reach the meeting site. The car itself has a STR of 8 APs and a BODY of 9 APs.

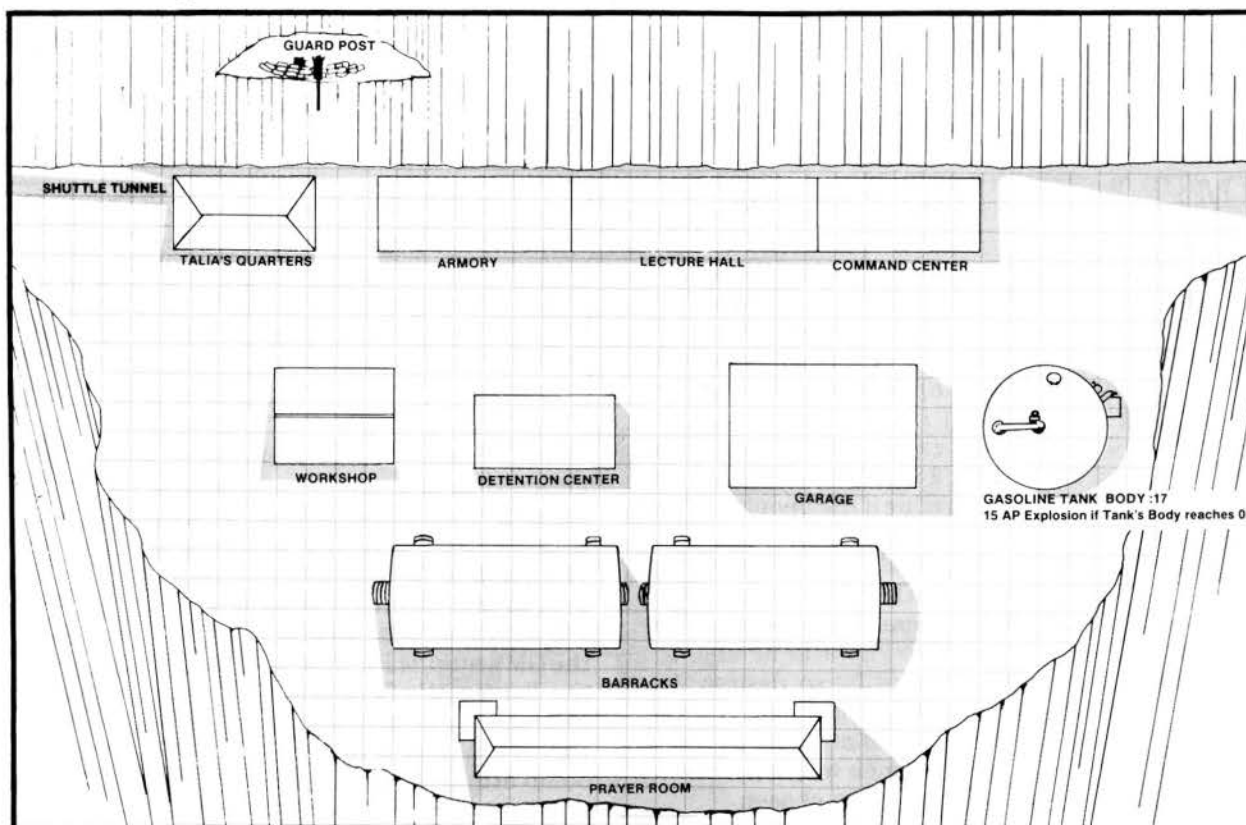
Camp Personnel

There are 25 men at the camp, all soldiers with all of their Stats at 2 APs. Each has a Weaponry Skill of 3 APs. The other 15 men who are normally stationed here are at the meeting place. They have the same stats as the above soldiers as well as a Military Science skill rating of 4 APs.

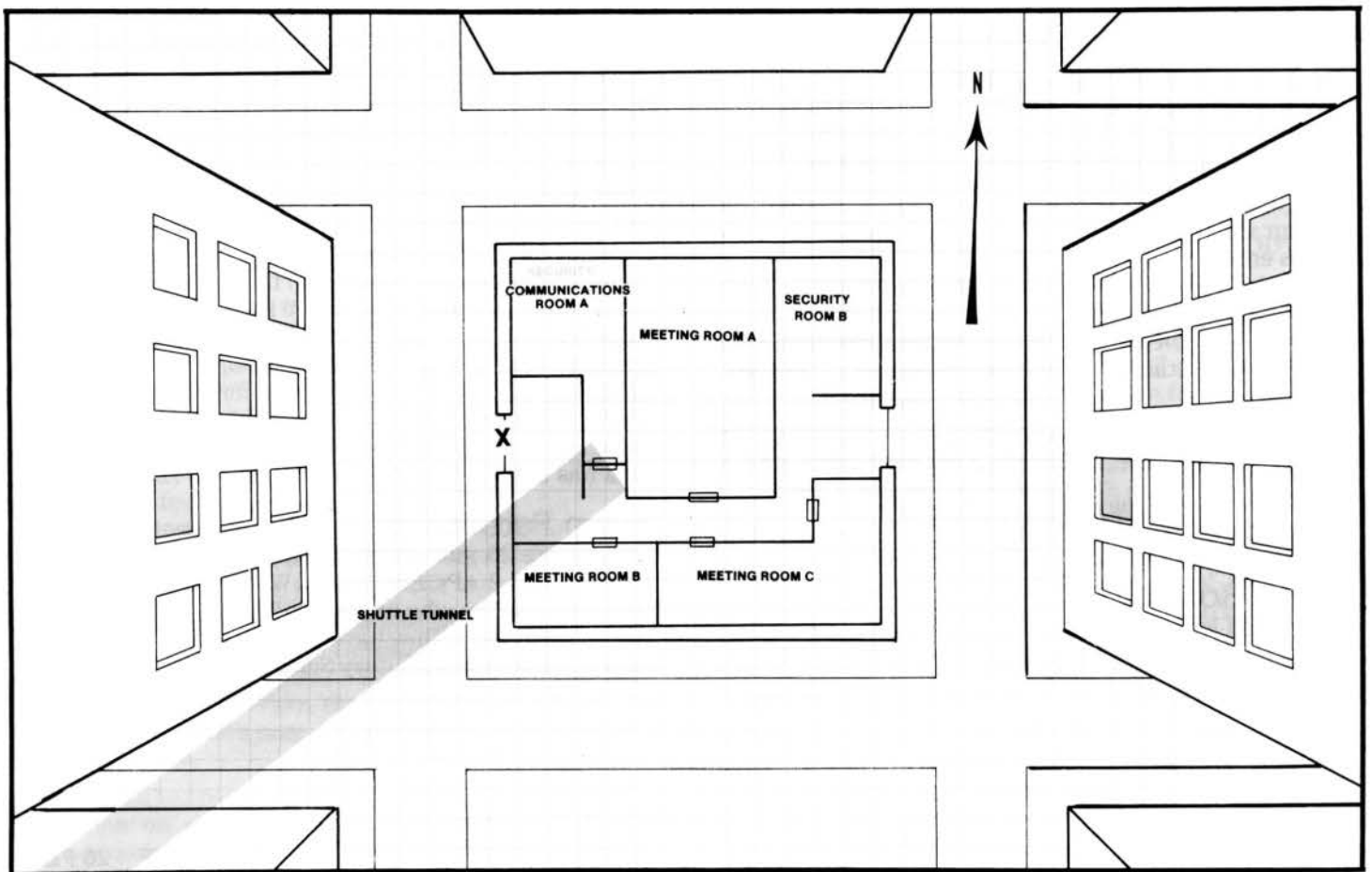
1 SQUARE = 20 FEET

GM's Map TERRORIST'S CAMP

All buildings in the camp have stone walls (BODY: 9).



GM's Map SUMMIT MEETING PLACE



1 SQUARE = 20 FEET

SUMMIT MEETING PLACE

The outer walls of the Summit Meeting Place are made of reinforced concrete and have a Body of 12 APs. The interior walls are all drywalls and have a Body of 5 APs.

There are 16 men surrounding the building, 2 in each of the shaded areas on the GM's map. When searching the rooms there is an OV and RV of 10 APs (the Assassins' Military Science Skill of 4 APs each, with Hero Points added to the AV and EV and used as a Team Attack by 2 men) that must be rolled to determine if the people in this room are terrorists.

The rooms are searched by Royal Soldiers that have the same stats as the **25 Terrorists in Camp** (see page 69).

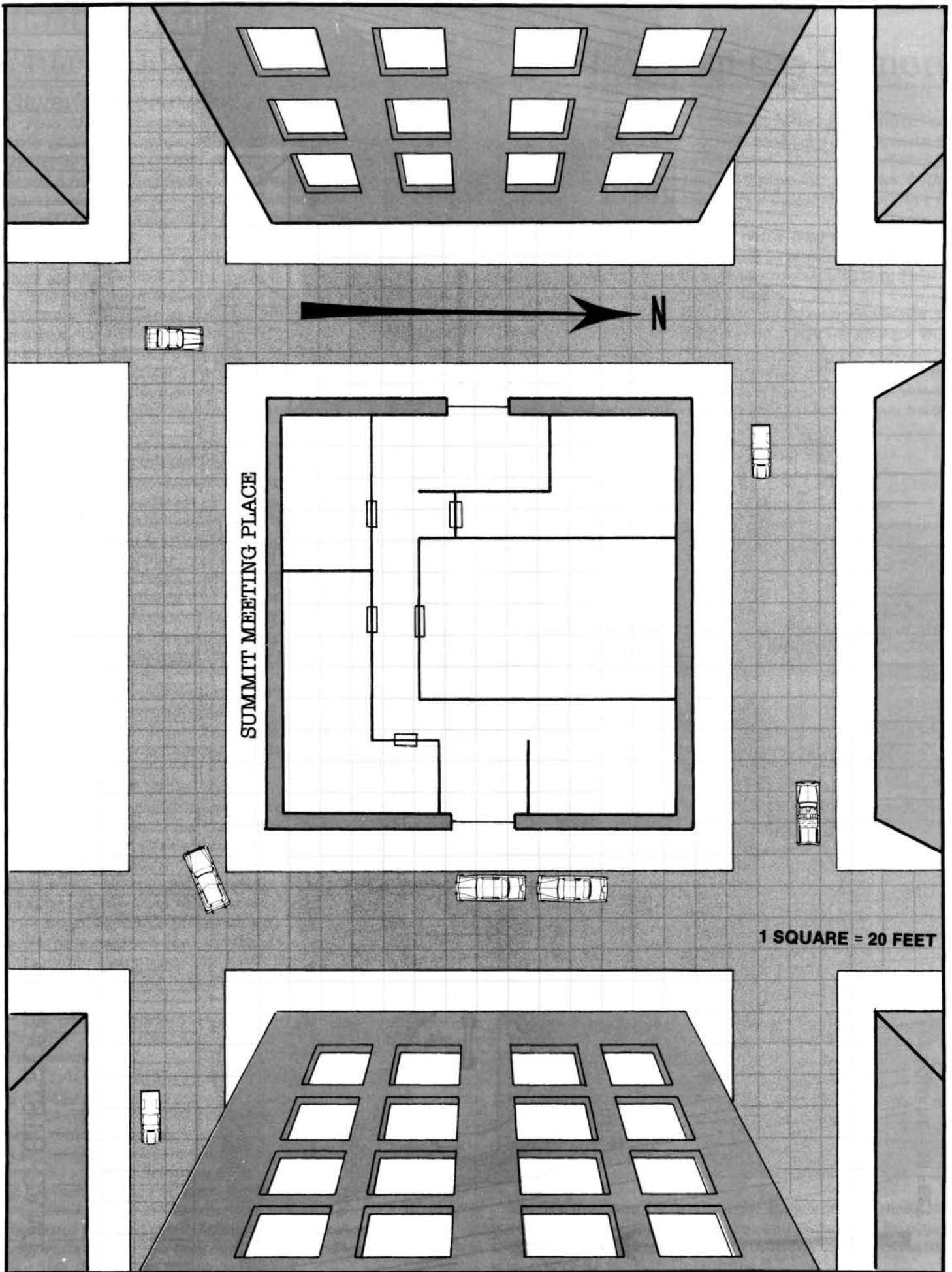
The Batman, in his security precautions made in the **Introductory Encounter** (see Page 75), will be able to send teams of men into each room if he so desires. As there is a limited number of men that he can use (as well as limited time) He can send the men in according to the table below. The Batman can tell the men which rooms to search if teams of more than two men are chosen.

# of men per team	# of rooms checked
2	28
4	14
6	11
8	7
10	6
12	5
14	4

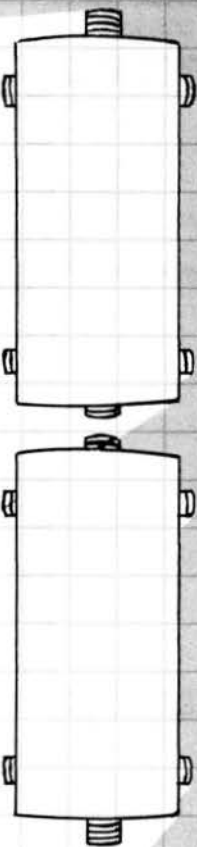
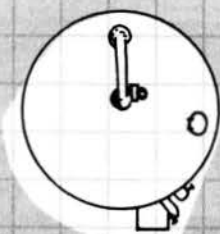
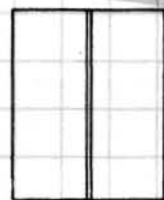
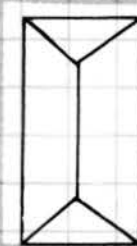
If the roll is successful, the terrorists in that room will attack their discoverers as a way of delaying them. The other terrorists will not join in with this battle, but will wait for the emergence of the Middle Eastern Leaders. The bomb is planted directly beneath the entranceway of the Summit Meeting Place marked with an X.

Beneath the Summit Meeting Place, marked in blue on the GM's map, is Ra's Shuttle Tunnel that leads directly to the **Terrorist's Camp**. The only way to this tunnel is directly through the floor. If Batman gets to this building by way of the shuttle tunnel, he will find a bare room with a bomb attached to the ceiling.

BombExplosion: 18 APs OV/RV to diffuse 12 APs.



TERRORISTS' CAMP



1 SQUARE = 20 FEET



Encounters

Introductory Encounter Return of the Demon

Player's Information

Four Middle Eastern leaders, the King of Jordan, the King of Saudi Arabia, the President of Egypt and the Leader of the PLO, have arranged a secret meeting in Saudi Arabia. They intend to bring peace to their part of the world for the first time in centuries. Wary of the actions of their more radical neighbors and the world at large, they solicit your advice as a security expert.

Abn Ben Sur, Chief of Saudi Arabian Royal Security gives you his report:

"The building has been sealed. The meeting will begin tomorrow morning at ten o'clock sharp after morning prayers. The leaders will be taken from the town mosque to the Summit Meeting building. There are four possible routes that the driver can take to the building from the mosque, and neither he nor anyone else will know which one he will take until the last minute.

GM Only: At this time, the Batman will be shown the Player's map of the meeting place and asked for the best locations to station men. It is up to the Batman whether they will be in uniform or undercover. If any of these locations happen to be where Ra's assassins are stationed (see GM's map of Summit Meeting Building), the assassins in that particular location will be found. Abn Ben Sur will notify the Batman of this. If the Batman wants a full sweep of the building, the rest of the assassins will be found, neutralizing Ra's Phase Two. The Batman can also include other security precautions as he sees fit (see the GM's map of the Summit Meeting Place for details). Abn Ben Sur continues:

"This package was delivered for you. We were told that it was confidential information."

Inside is a videotape and a flat metal box containing a scrap of cloth, some dirt and a rifle cartridge, each in its own compartment.

A VCR is rolled in and you are left alone while you run the tape. It begins with a tight shot of a balding man with piercing blue eyes. You recognize the face immediately: it is Ra's Al Ghul, the supposedly immortal leader of the League of Assassins. Your eyes narrow — this man is dangerous: he knows your secret identity and has no qualms about using that knowledge against you. If he tries anything while you are here . . .

The camera pulls back to reveal that he is sitting in the back of the limousine. You know the limo is moving because of the way the light plays against the shaded back window.

The camera pulls back even further and your jaw clenches: Jason Todd is unconscious beside him in the limousine.

Ra's Al Ghul speaks in an eloquent voice with the force of rolling thunder:

"Detective: I have long contemplated the nature of our next conflict, but other events have intervened to delay it. A group of terrorists have captured my daughter Talia to prevent me from delaying or stopping the assassination of the men you are now preparing to protect. While it is true she has left me at your instigation, she is still my flesh and blood. As well, I cannot allow such men as these terrorists to presume they can control me. I will personally crush their effort at assassination.

"Still, countering their plot to kill the President of Egypt, the leader of the PLO, and the Kings of Jordan and Saudi Arabia will tax my resources. The personnel at my command have neither your training nor abilities, both of which are needed to rescue my daughter. Therefore I turn to you, Detective.

"I have chloroformed your child and taken him as insurance that you will cooperate. Free my daughter and I will free him. If you refuse, the terrorists will slay Talia and I will be forced to destroy Jason.

"I am sure, detective, that the clues taken from the site of Talia's abduction should provide you with enough information to make your rescue of her a simple affair.

"I shall see to it that the Middle East is not left leaderless by these terrorists. This part of the world is my home. I shall do my part to prevent a reign of chaos. All you need do is rescue Talia."

The tape ends.

GM Information

The clues will provide the following information:

Clues

The cloth (OV/RV: 12):

3 RAPs: . . . The cloth is rough, hand-woven wool.

4 RAPs: . . . Camel hairs are trapped in the cloth.

6 RAPs: . . . The blue color of the cloth is unique to the minerals found in the El-Shammar region of Saudi Arabia.

The dirt (OV/RV: 12):

3 RAPs: . . . It is sand, not dirt.

4 RAPs: . . . The sand, not an industrial grain, and the wear on it suggest that it came from a desert, not from near a body of water.

6 RAPs: . . . The mineral content of the sand suggests the Jebel Shammar mountains in Saudi Arabia.

The shell (OV/RV: 12):

3 RAPs: . . . The cartridge is the same caliber as that used in an AK-47, a weapon generally used by terrorists.

4 RAPs: . . . The cartridge has two striking marks, indicating it has been reloaded at least once. This suggests that the terrorists do not have a great supply of ammunition.

GM Only: If the Bat Computer is used or if the Batman gets 8 RAPs, the above data are correlated (through the computer or through the Batman's memory) with an Interpol memo about the possible location of a terrorist base in Saudi Arabia near Sebaykah, an abandoned well near the Jebel Shammar mountains.

If Batman gets less than 8 RAPs, he may still find out this information from Abn Ben Sur.

The Batman can fly there in the Batplane and make it with a total travelling time of about 30 minutes. If he goes to the Terrorists' Camp, go to Encounter 1. If he decides to stay where he is, go to Encounter 2.

Encounter #1 The Jaws of the Demon

Setup:

Abn Ben Sur will give the Batman the Interpol information concerning the village. If the Batman flies out there and does an aerial reconnaissance, he will find that he is able to land the Batplane on the plains below the village or on an area of flat land behind the mountain.

The Batman should decide if he approaches the camp immediately or wait until night falls.

Player's Information

You see the village.

(GM Only: give the player the Player's Map of the camp.)

There are a few men in scattered groups walking around the base — nothing you can't handle. Although Ra's has manipulated you into this, you know you can get him later. Right now your first priority is to find Talia.

Gamemaster's Information

The Batman has two choices in approaching the site. He can try to enter it unseen, or run in and attack everyone. If he is captured, he will be placed in the **Detention Center**. If he is stealthy enough, or can cause enough confusion amongst the terrorists to make it to **Talia's Quarters**, he will find Talia inside. She will "escape" with him, but she needs to grab a few things first. When she goes over to her dresser, she will hit a silent alarm button that will call all 25 men on the base to appear with automatic rifles drawn and pointed at the Batman.

The AV and EV of the Automatic Rifles are used. Since there are 25 men doing a team attack on the Batman, there are 5 Column Shifts to the left on the Opposing Values table.

Jason's not here and the Batman is trapped. If the Batman escapes before 9:30 the next morning, go to Encounter 2. If he can't escape before then, see the Trouble-shooting Section.

While the Batman is busy with the terrorists, Talia will disappear. She will go into the secret trap door in her closet that leads down to the **Shuttle Tunnel**. The Tracking or Clue Analysis Subskills must be used or a Perception Check must be made in Talia's **Quarters** (OV: 7, RV: 7) to find the trap door.

The Batman will not catch her before she reaches the shuttle. Read the following to him:

The lights of the tunnel stretch out as far as the eye can see. It would be impossible to walk the length of the tunnel and make it to the other end before 9:30 the next morning, when you have to make it back to the summit meeting.

GM Only: He will have to let her go, and take the Batplane back to the meeting.

Talia takes the shuttle to the meeting place and tells her father of the Batman's escape. Go to Encounter 2.

Troubleshooting:

It is possible that the Batman will get in over his head in the assault. If he does, the terrorists will demand his surrender. While in jail, Talia will visit him and explain the entire deception. She will not set the Batman free as she feels her father is doing the right thing to bring peace to the Middle East by uniting it. If the Batman cannot escape he will stay here until Encounter 4 when Jason and the King of Saudi Arabia are brought to the cell. When the cell is opened to place Jason with the Batman, the Batman will have his chance to attack.

Encounter #2 The Wrath of the Demon

Setup:

Batman has to do three things here:

- Find the bomb
- Find the Assassins
- Find Ra's Al Ghul.

Player's Information

The meeting started without a hitch. The leaders have cordially gotten down to the business of peace.

This was too easy, you think. There's something you haven't found, something you've overlooked. But what?

Gamemaster's Information

If he finds and disarms the bomb, the Batman can put a kink in Ra's' Plan A. If he locates the assassins, he can foil Ra's' backup plan.

Phase One: The Demon's Roar

A Perception Check (OV: 8, RV: 8) is needed to notice that the masonry in the floor near the building's entrance is newer than the masonry on the rest of the floor, and that someone tried to hide that fact. The bomb is beneath this spot. This is a relatively easy roll, as Ra's knows that finding the bomb will make the security teams relax.

The bomb is made to explode straight up. It is made from parts obtained from the CIA, so the leaders' deaths would be laid at the United States' door.

If the Batman finds the bomb, the security guards will request that the building be cleared immediately. Unfor-

tunately, this will take three phases and the Batman only has one to stop the detonation.

The bomb is just big enough to destroy the **Summit Meeting Place** (Explosion: 18 APs).

If the Batman cannot find the bomb, it explodes.

The Batman is the only person who can defuse the bomb (OV: 12, RV: 12).

If the Batman cannot defuse the bomb, it explodes.

In the confusion Ra's will enter the building from beneath and attempt to capture and switch places with the King of Saudi Arabia.

Perception Check to notice the switch OV/RV: 18.
Perception Check to notice Ra's OV/RV: 20.

If either of these rolls is successful, go to **Finding Ra's** in this section.

There is enough evidence to make the rest of the world think the bomb was set by the CIA. This would strengthen anti-American sentiment throughout the world. The Batman's attempts to explain it was Ra's Al Ghul's plot will be ignored as the Batman is an American. Now, for the sake of International relations, the Batman **must** bring Ra's to justice.

Phase Two: The Demon's Fist

A Perception Check is needed to locate the assassins.

Outside, if the Batman hasn't found them, the assassins will fire a bazooka at the **Summit Meeting Place**, then continue the assault on the dignitaries with machine guns

and smoke grenades. Ra's will capture and switch with the King in the confusion.

Bazooka AV: 0 EV: 8 RANGE: 0-3 / 4-6 / 7.
Perception Check to notice the switch OV/RV: 18.
Perception Check to notice Ra's OV/RV: 20.

If either of these rolls is successful, go to **Finding Ra's** in this section.

The fifteen terrorists in the buildings that surround the meeting site are normal men with their stats at 2 APs. Each has a weaponry skill of 3 APs and a Military Science Skill of 4 APs.

All of them will try to kill the Batman, and will refuse to say anything if captured.

Finding Ra's

If the Batman finds Ra's, Ra's bodyguard will attack the

Batman while Ra's escapes in the Shuttle Tunnel with the King and Talia (if she is there).

If the Batman wins, go to Encounter 3.

If the Batman loses, go to Encounter 4.

Troubleshooting

If the Batman doesn't find Ra's, the limousine that pulls up to the front of the building will pick up Ra's. The Batman will notice an unconscious figure in the back seat: it's Jason. The limo pulls off and drives in a circuitous manner about town to lose any pursuers, then doubles back to the **Summit Meeting Place** so that Ra's, his bodyguard, the King, Jason, and Talia (if she's there) can use the **Shuttle Tunnel** to get back to the **Terrorists' Camp**. In the tunnel, Ra's bodyguard will attack the Batman while Ra's, the King, Talia (if she's there) and Jason escape through the **Shuttle Tunnel**.

Encounter #3 Triumph of the Demon

Setup

Ra's is returning to the **Terrorists' Camp**. Batman has to get into the camp and rescue Jason and the King of Arabia. The Batman has to defeat Ra's' bodyguard in Encounter 2 before he can get to this Encounter. If the Batman follows the tunnel, he will reach the **Terrorists' Camp** at the other end. A motorcycle, borrowed from the Saudi Military, will get the Batman through the tunnel in time to catch Ra's in the camp. If the Player doesn't think of this, Abn Ben Sur will offer a cycle to the Batman.

If Batman knows that the Camp is at the other end of the tunnel, he may fly the Batplane to the **Terrorists' Camp**, he will arrive there before Ra's' shuttle car does.

When the Batman arrives, the camp is empty: the terrorists have left, and have taken their equipment.

If Ra's arrives first, he will Surprise Attack the Batman. If the Batman arrives first, he may Surprise Attack Ra's.

Player's Information

You leap over the unconscious body of Ra's bodyguard and bolt to the Shuttle tunnel. But you are too late! Ra's and his shuttle are gone.

GM Only: If Batman decides to take the Batplane back to the **Terrorists' Camp**, he will arrive there before Ra's and their entourage do. Continue reading:

When you arrive at the camp, it's quiet. Too quiet. You see no one, but you know Ra's is here — you can somehow feel his presence.

GM Only: A Perception Check (OV/RV: 8) will let the Batman know the following:

6 RAPs *All the equipment in the camp is gone, taken out of modular spaces in the walls and moved.*

9 RAPs: . . . *Footprints lead from all buildings to the garage and tire tracks lead from the garage to the west road.*

Read to the Player: *Ra's Al Ghul, the Demon himself, snarls at you with an animal rage. "Detective! You have foiled me for the last time!" He leaps at you!*

Gamemaster Information

Ra's Al Ghul will slug it out with the Batman, using every Hero Point he has to defeat the Caped Crusader. This is an even fight. If the Player is correctly playing the part of the Batman, he will choose to slug it out with Ra's instead of, say, throwing his Plastic Explosives at him.

Jason and the King of Saudi Arabia (who is still alive) show up at the camp with Ra's, but they are too drugged to be helpful, nor will Talia raise a hand against her father. This fight is between Ra's and the Batman.

After it is over, go to Endgame.

Encounter #4 The Fist of the Demon

Setup

If the Batman was unable to escape the **Detention Center** since Encounter 1, this Encounter will happen after the explosions have taken place and the majority of the Middle Eastern leaders have been killed. Ra's' bodyguard will bring the King of Saudi Arabia and Jason to the Detention Cell. He will place the King in one cell and Jason in the cell with the Batman.

If the Batman was beaten by Ra's bodyguard in Encounter 2, he will awaken in the **Detention Center** just as the cell door is swung shut.

Player's Information

You hear a sound: keys clanking in a lock. Someone is entering the building. Peering through the bars of your cell, you see Ra's bodyguard, bringing Jason Todd and the King of Saudi Arabia into these cells. The King is placed in a cell and growled at by the massive bodyguard. Jason, giddy from being drugged, staggers as he is led to your cell. The key is inserted, the lock clicks, and the door to your cell is opened. . .

Gamemaster's Information

The Batman has a chance to attack. If he defeats the bodyguard, he can free the King and give Jason an antidote to the drug. With Jason's help, the Batman will be able to get the King to safety.

Jason will tell the Batman that he can watch the King while the Batman goes after Ra's Al Ghul. Go to Encounter 3. If the Batman has been in the cell since Encounter 1, he will know that the terrorists have left the camp.

If the Batman is defeated by the bodyguard, go to Endgame.

Endgame

If Batman wins, he can take Ra's into custody. Ra's, once defeated, would be turned over to the Saudi Arabian Military, who will deal justice that is swift and sure. Then again, a good deal of Ra's Al Ghul's power is based in the Middle East, so his escape might also be swift and sure. He will vanish, to plot again.

If Batman loses, once he is unconscious, Ra's will be ready to kill him. His daughter pleads with him for the life of the man she loves. Hours later, the Batman will wake up next to a bound and gagged Jason Todd. There is a note on Jason that says "He is yours once again. If I need him again

to move your hand, he will be mine." The note is signed with the mark of the Demon.

Ra's will then unify the Middle Eastern Nations under his rule. He will control a major part of the world's oil supply and raise the price of oil so that he will control a good deal of the world's currency. When this happens, he will threaten various nations with the dumping of their money on the open market, thereby ruining their economies — unless they meet his demands.

And Ra's Al Ghul will rule the nations of Earth for centuries. . .

Unless someone stops him.

Standard Awards

If Batman wins, he gets the following Standard Awards:

Opposition	
<i>Equal</i>	20
Areas of Consequence	
<i>International</i>	7
Severity	
<i>Permanent Nonfatal</i>	10
Total Standard Award:	37

Award Notes:

The following categories should be considered when giving Awards to the Batman Player:

Participation:

This award is automatically given to the Player, unless that Player initiated a Killing Combat Sequence.

Role Playing:

How did the player react upon learning that Jason Todd was kidnapped? Was the player able to cover for Bruce Wayne **and** Batman's reaction to Jason/Robin's dilemma?

Saving Innocent Bystanders:

Was the Batman able to save the world leaders from the bombing and the shooting?

Subplots:

How did the Batman Player react when dealing with Talia, a woman who loves him?

Miscellaneous:

Did the Player sidestep a major obstacle through an intuitive leap of his own? Remember, this award is totally up to the discretion of the GM.



Case #3: THE WAYNE HOLDINGS

This section is not an actual game, but a series of idea "springboards" for the GM to use in creating an original campaign.

The special map section that follows this book has detailed plans for the Wayne Manor, the Batcave beneath it, the Wayne Foundation Penthouse and its Batcave.

Most of the story ideas below can be easily run by a GM in a campaign. They are simple enough to be quickly set up using the information in this book, but can expand to major games depending on the actions of the Player(s) and the desires of the GM.

Story Ideas.

Any of the villains who know the Batman's Secret Identity (see Page 10), would have no qualms about attacking him in any of his dwellings.

- If the Terminator had a contract to kill the Batman, he could conceivably make the Batcave a giant death trap.
- If Anton Knight made the deduction that Batman is Bruce Wayne, he may attack Wayne Manor, destroying the things that Bruce Wayne holds valuable. If by sheer fortune he finds the Batcave, he would be a formidable foe for the Batman, hiding in the shadows of the Batcave and attacking the Batman at will.

These maps do not necessarily have to represent the actual buildings. There was one occasion (*Batman # 356*) when Professor Hugo Strange made an exact duplicate of Wayne Manor and the Batcave, kidnapped Bruce Wayne

and made him battle robot duplicates of Alfred and Dick Grayson in Wayne Manor. In the duplicate Batcave, Strange himself donned a Batman disguise and attacked the Batman in a battle for the identity of the Batman.

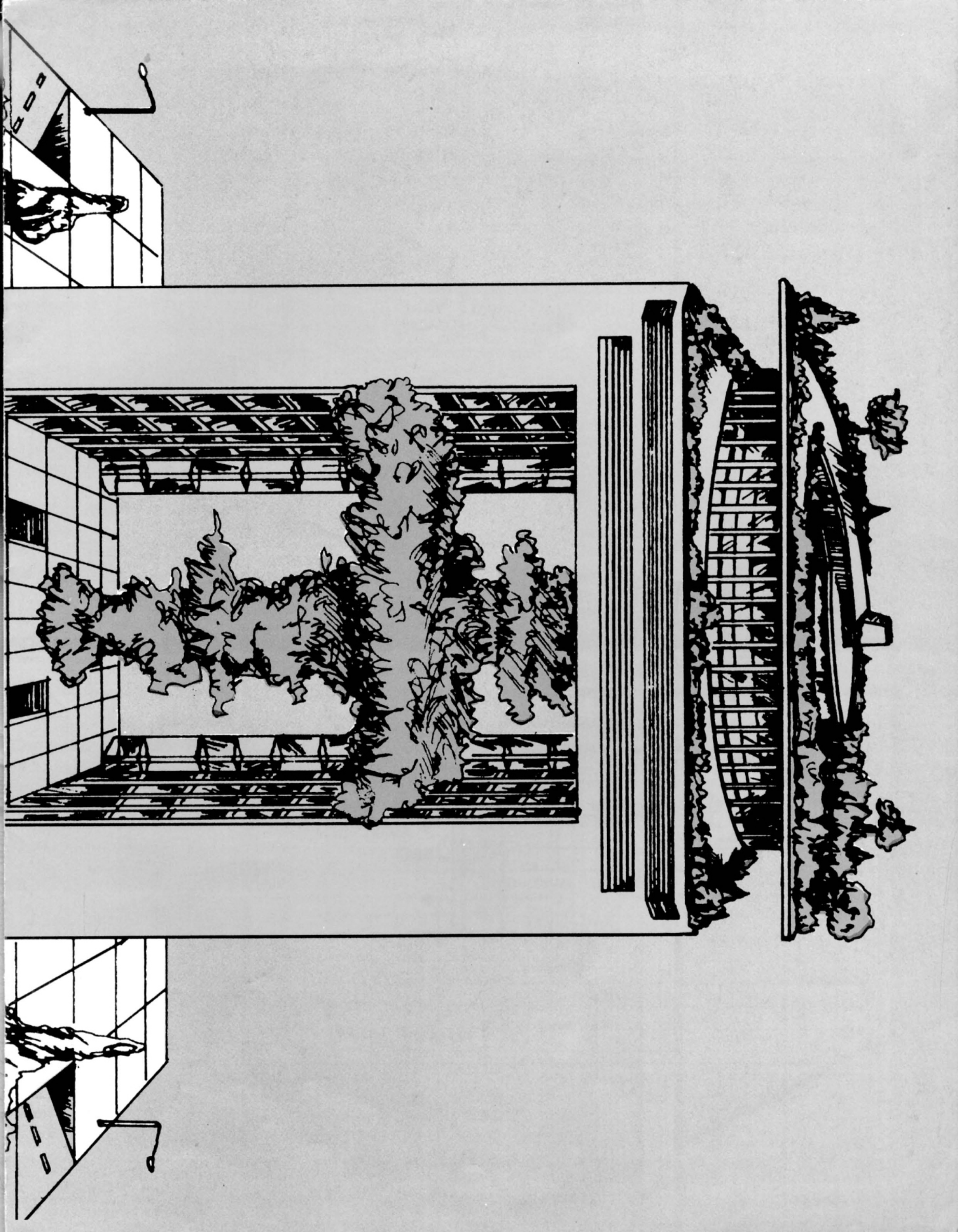
- The villains do not even have to be aware of the Batman's true identity to be a threat to him in these locations. Suppose Poison Ivy, in an attack on the Wayne Foundation Building Headquarters defoliated the tree in the center of the building. She would then find the hidden elevator shaft that leads down to the Batcave. If she got curious enough to follow it, she would find out a little more than would be comfortable for Bruce Wayne.
- A well used story that is still a good test for a Batman player is to have Man Bat flying through the Batcave at what would be a bad moment for the Batman.
- On a less serious note: Jason Todd, Batgirl, Talia, Catwoman, and/or any of the, friendly characters who know the Batman's identity could lead him on a run through the manor and cave to lead him to anything, from a surprise birthday party to a private place to speak.

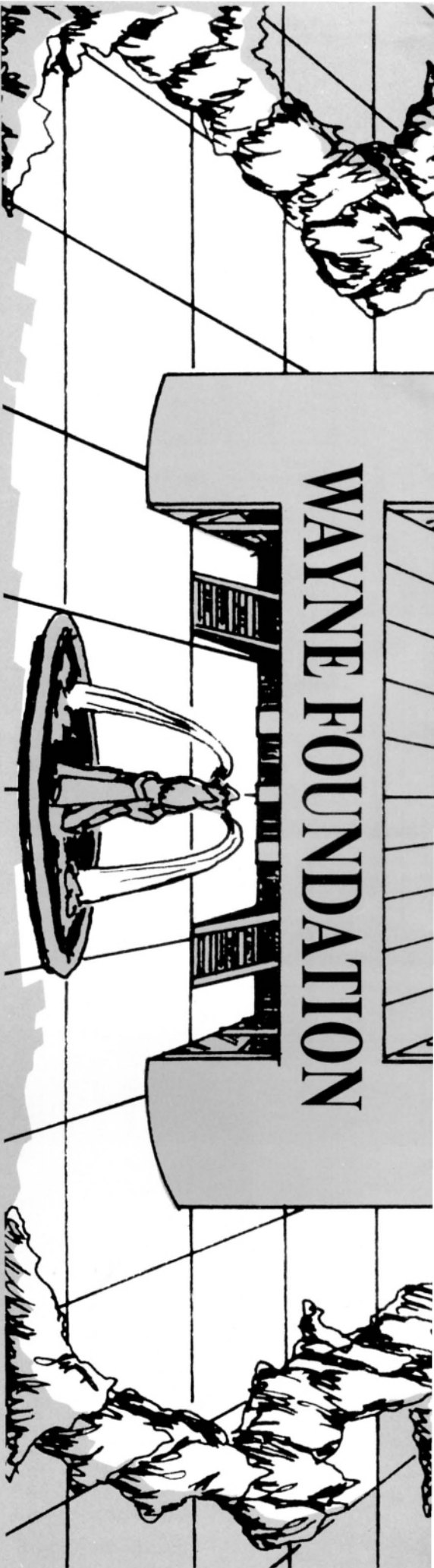
The possibilities are limitless: an Encounter may happen in or around one of these locations, or a character may have to go to one of them to use the labs for analysis of a clue or for the building of a gadget. The Batman has used these places in his war against crime for over 40 years of stories, and the Player and the GM should use them to the fullest in the DC Heroes Role Playing Game.





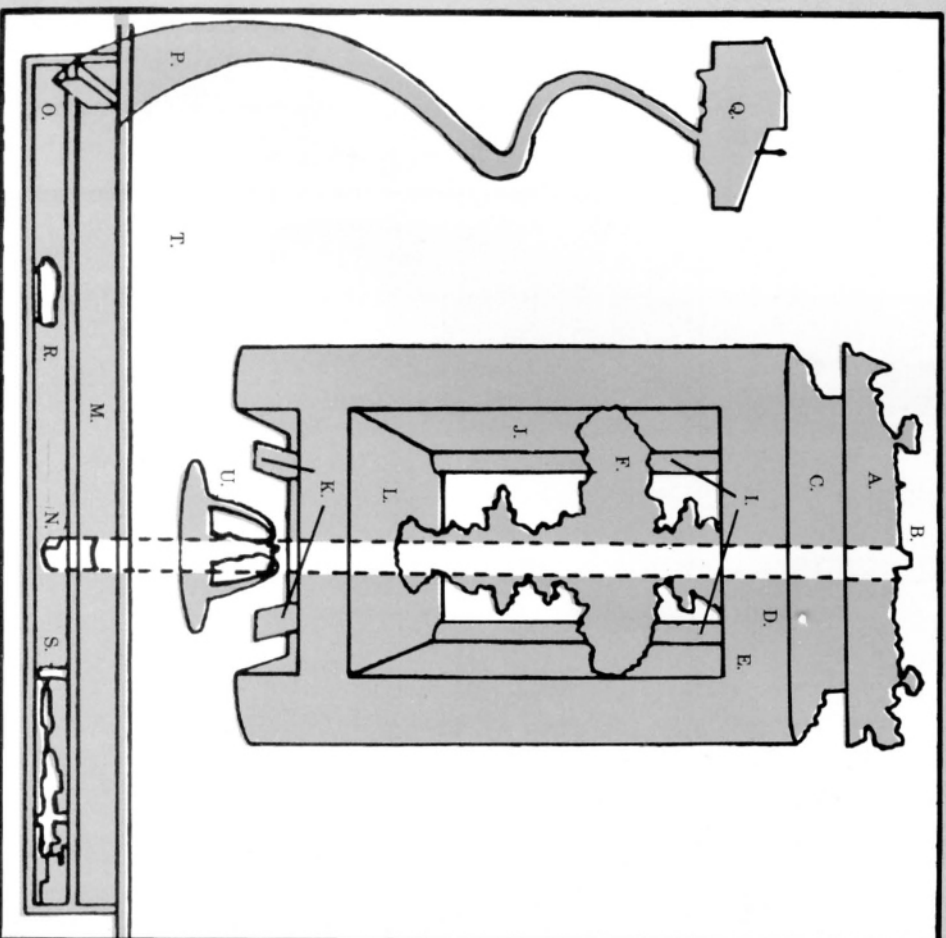
Alfred	10, 14, 20	Hellstrom, Sturges	32	Pennyworth, Jarvis	14
Aurakles	27	Mr. Haly	10, 12	Pierce, Jefferson	25
Baron Bedlam	24	Harris, Harvey	6, 8, 12	Poison Ivy	38
Batarang	46	Harlow, Denise	24	Quilt	40
Bat Girl	16, 17	Harper, Margaret	27	Raeburn, Professor Douglas	24
Bat Boat	52	Harper, Sam	27	Ra's Al Ghul	10, 25, 42
Bat Computer	48	Harper, Violet	27	Red Hood	30
Bat Copter	51	Hill, Mayor	16, 18	Remarque, Julia	14, 20, 36
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Bat Torpedoes	52	Java	28	Robin I (Bruce Wayne)	6
Benson, "Bookie"	41	Joker	9, 10, 30	Robin II (Dick Grayson)	12-13
Black Lightning	25	Jones, Waylon	36	Robin III (Jason Todd)	15
Blake, Thomas	37	General Karnz	26	Scarecrow	39
Brotherhood of the Demon	42	Katana	26	Secret Identities	10
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Catwoman	9, 10, 19	Knight, Anton	22, 32	Squid	36
Chill, Joe	6	Knight, Charles	22, 32	Stagg, Sapphire	28
Mrs. Chilton	6	Knight, Natalia	22, 32	Stagg, Simon	28
Clayface II	34	Kyle, Selina,	10, 19, 21	Strange, Professor Hugo	10, 38
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Cobblepot, Oswald Chesterfield	31	Langstrom, Kirk	35	Superman	8, 10
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Crazy Quilt	40	Lazarus Pit	42	Talia	10, 21, 42
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Dr. Darrk	21	Dr. Light I	27	Tetch, Jervis	40
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Denninger, Mark	27	Magda	41	Boss Thorne	36
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Dent, Harvey	41	Mlle. Marie	14, 20	Todds, the Flying	15
Doe, Gabreille	27	Markov, Prince Brion	24	Todd, Jason	15
Falco, Tony	36	Markov, Princess Tara Markov	24	Todd, Joe	15
Graysons, the Flying	12	Markovia	24	Todd, Trina	15
Fox, Lucius	18	Masters of Disaster	24	Two Face	41
Fox, Tim	18	Man Bat	10, 35	Ubu	42
Mr. Freeze	34	Mason, Rex	28	Utility Belt	44-45
Gambi, Peter	25	Metamorpho	28	Vale, Vicki	20
Geoforce	24	Metropolis	25	Wayne, Dr. Thomas	6
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Gordon, Commissioner	10, 16, 17, 18	Boss Moroni	41	Whale, Tobias	25, 27
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Haly Circus	12	Pennyworth, Alfred	10, 14, 20		





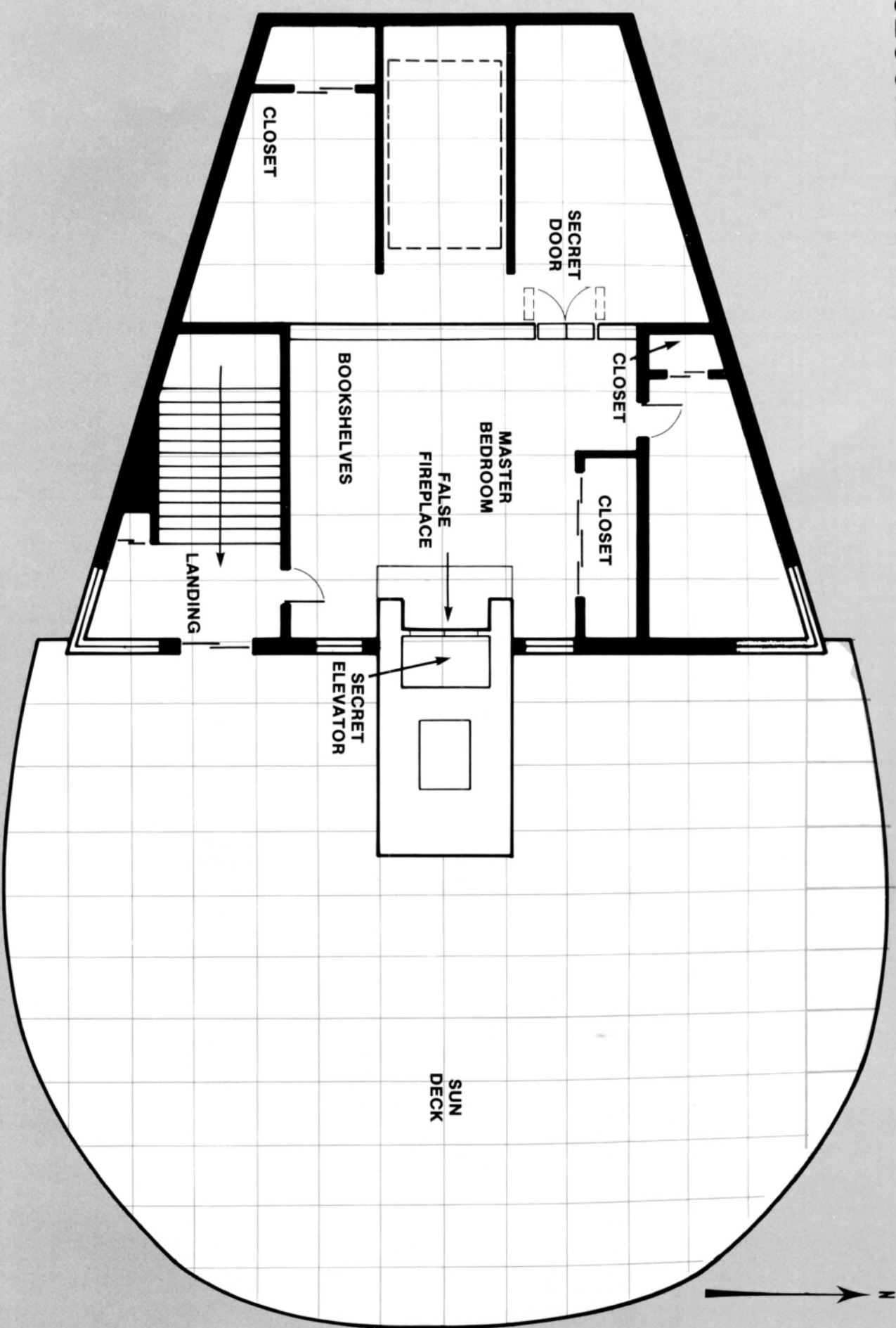
KEY TO DIAGRAM OF WAYNE FOUNDATION BUILDING

- | | | | |
|---|---|---|--|
| A | Bruce Wayne's penthouse. | J | General offices. |
| B | Fake chimney conceals upper part of secret elevator shaft. | K | Escalators. |
| C | Carousel Restaurant revolves around center pole which conceals secret elevator. | L | Mall surrounded on three sides by shops; fourth side is enclosed by special shatter-proof glass. |
| D | Gymnasium. | M | Underground parking for public, with ramps to street. |
| E | Executive offices. | N | Lower end of secret elevator shaft. |
| F | Communications center and maintenance for mechanism which rotates restaurant. | O | Batmobile exit in secret sub-basement |
| G | The Batman's secret communications center. | P | Secret tunnel under streets leads to... |
| H | Foliage conceals secret elevator shaft. | Q | ...sealed, "unused" warehouse owned by Bruce Wayne, where Batmobile can exit on little-used side-street. |
| I | Public elevators. | R | Secret garage for Batmobile. |
| | | S | The Batman's secret lab. |
| | | T | Wayne Plaza. |
| | | U | Thomas Wayne Memorial Fountain. |



Penthouse has a Security System rated at 12 APs.
 e Wayne Foundation Penthouse have a BODY of 12 APs per 10' x 10' area.
 e Wayne Foundation Penthouse have a BODY of 7 APs per 10' x 10' area.

SECOND FLOOR

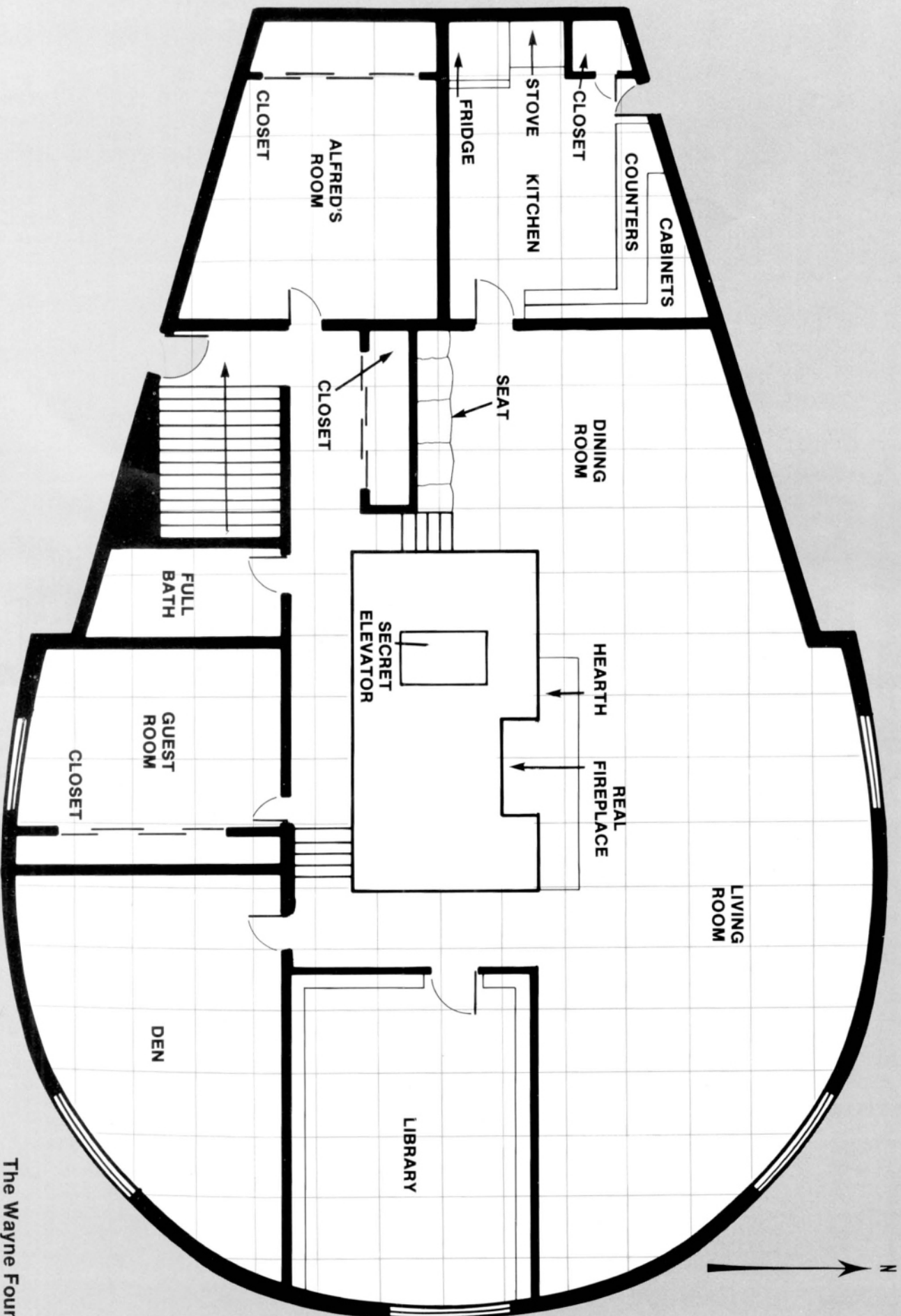


SCALE: 1 SQUARE = 5 FT.

WAYNE FOUNDATION

FIRST FLOOR

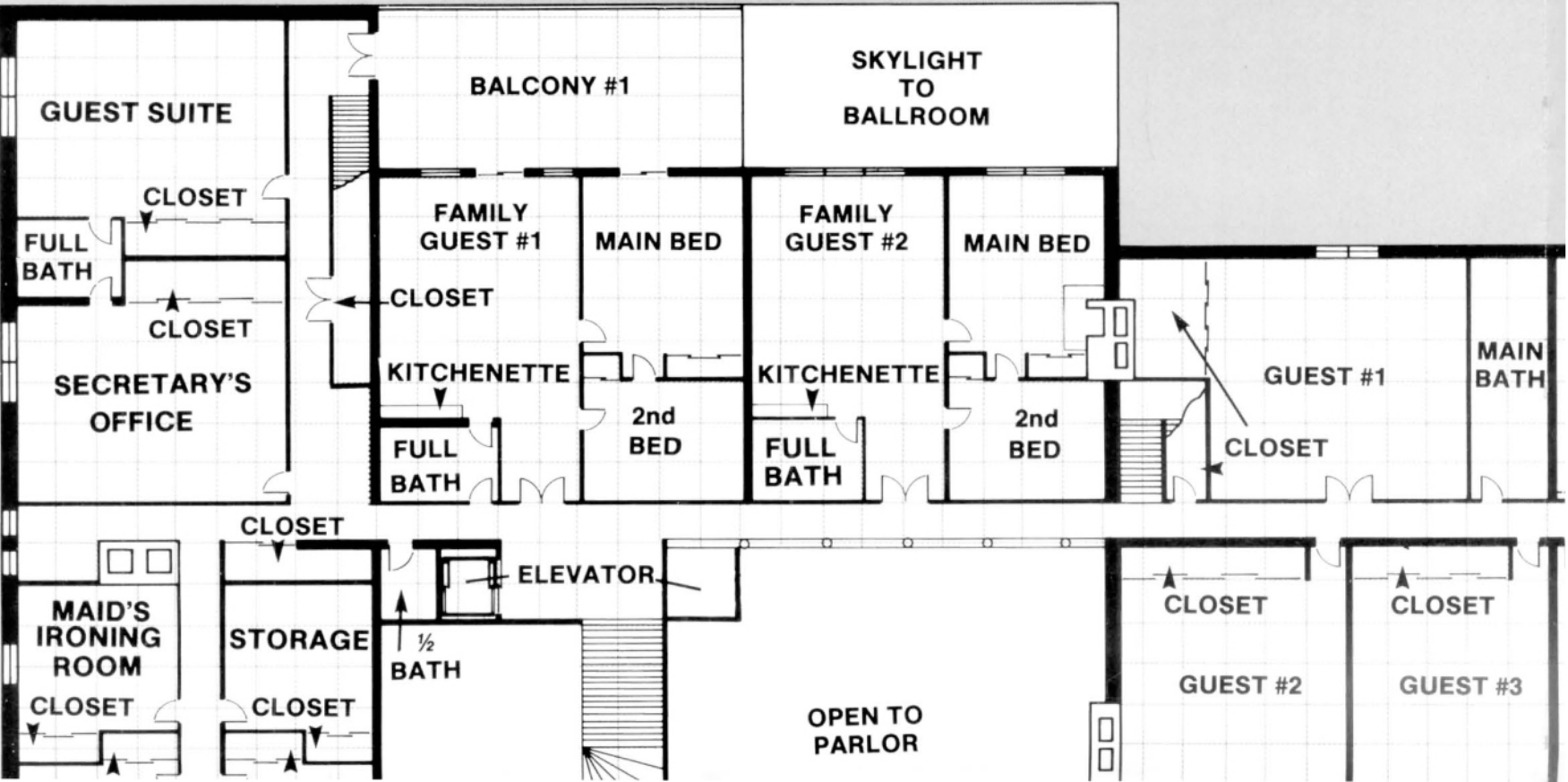
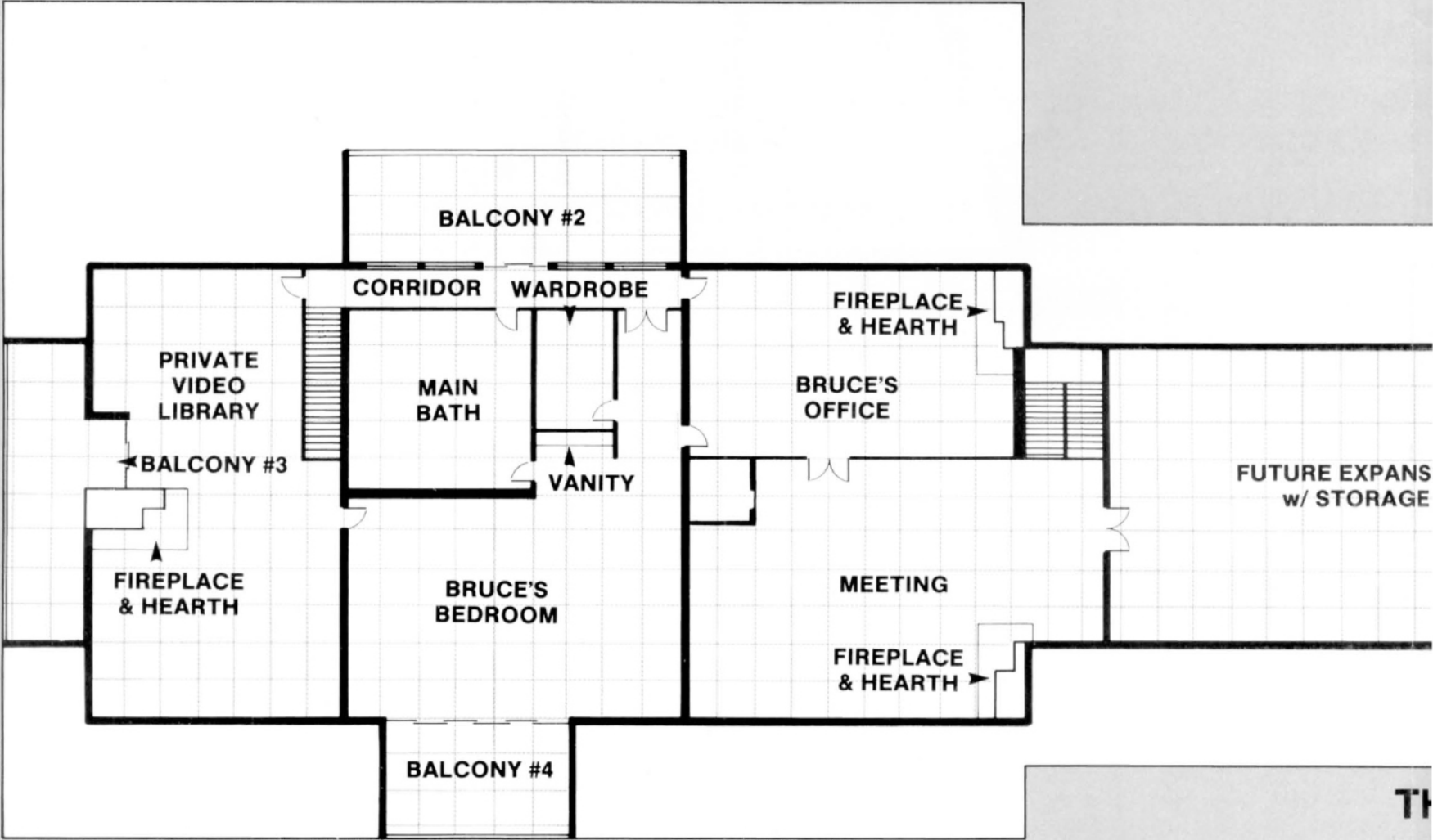
PENTHOUSE



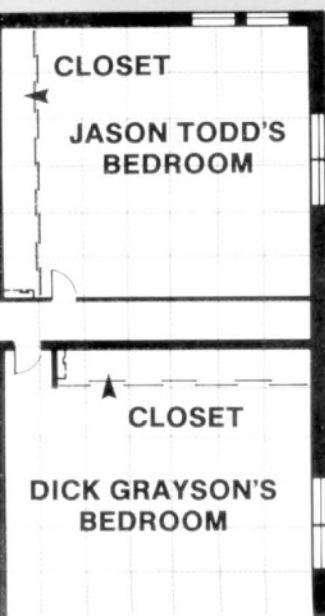
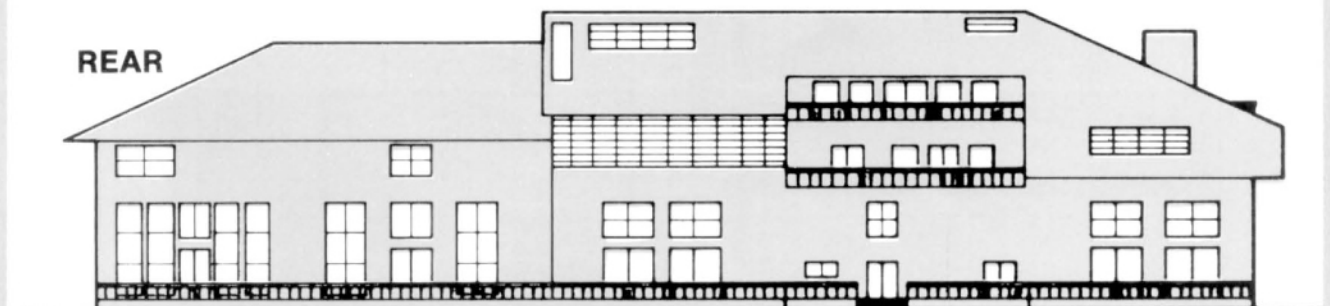
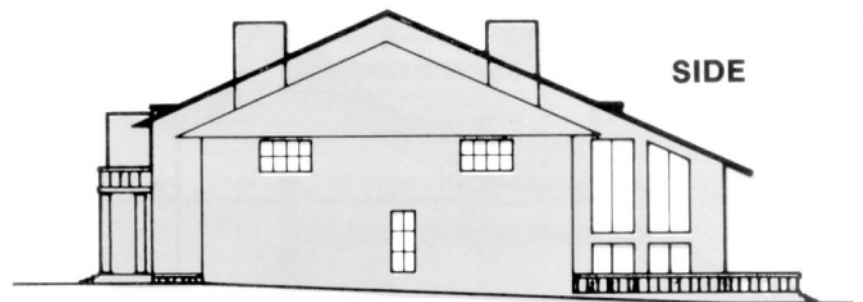
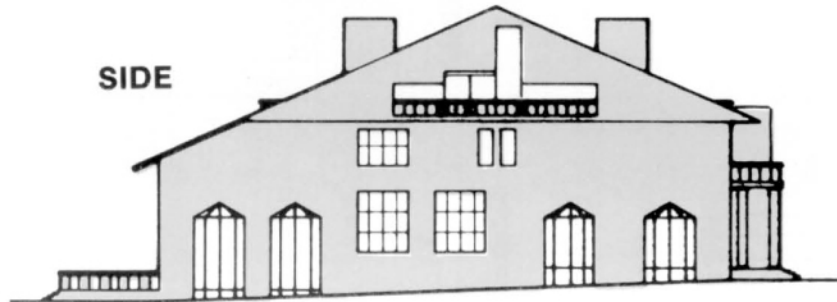
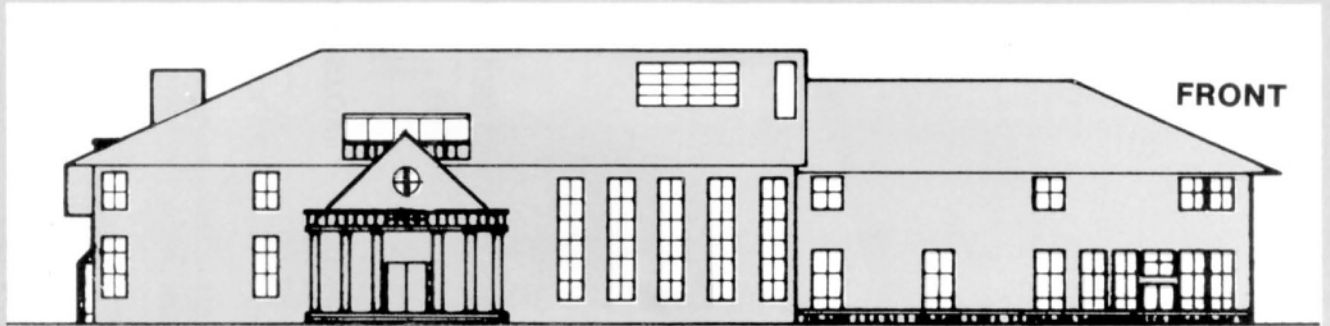
SCALE: 1 SQUARE = 5 FT.

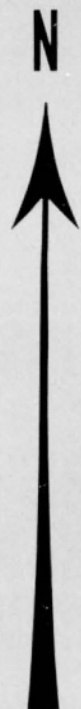
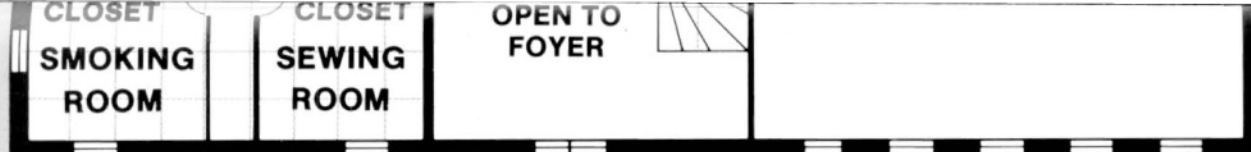
The Wayne Foundation
The exterior walls of the
The interior walls of the

WAYNE MANOR

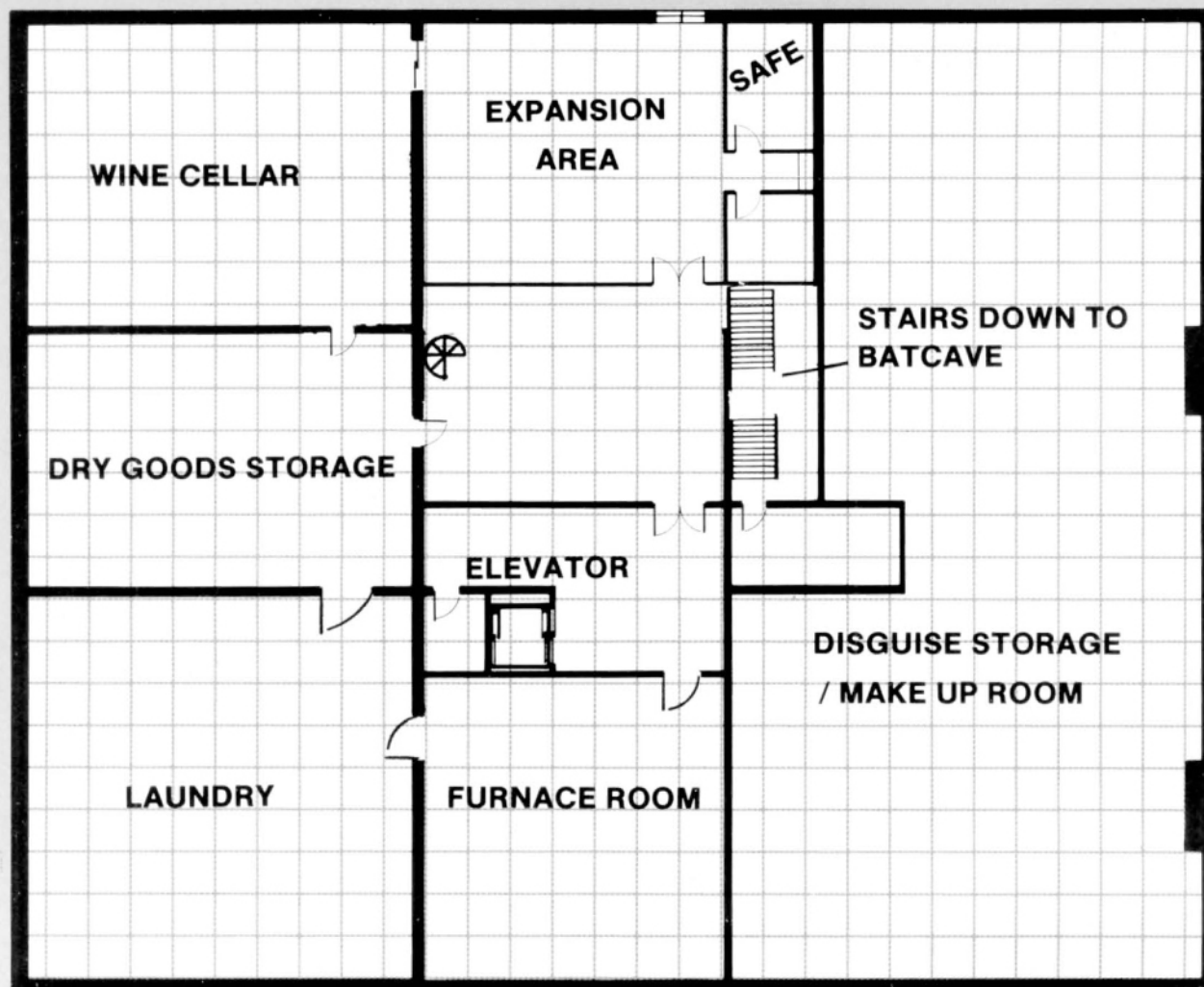
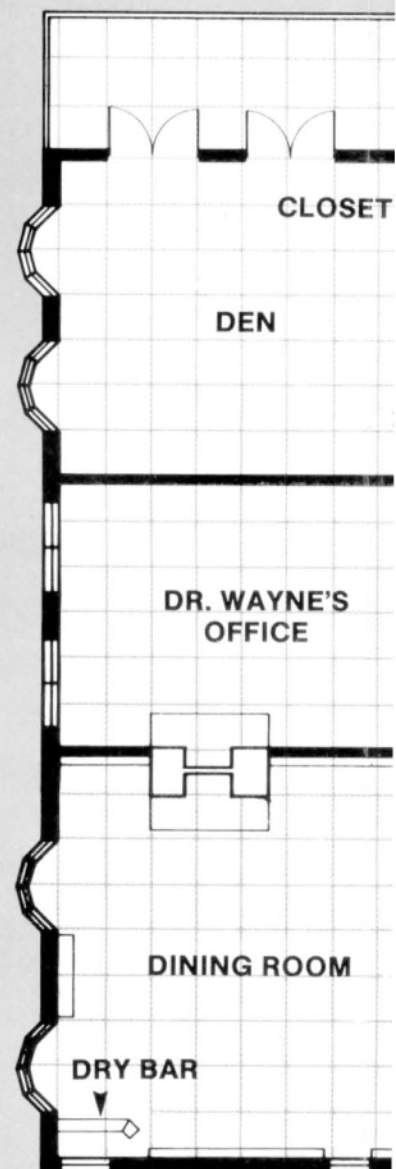


WAYNE MANOR EXTERIOR VIEWS

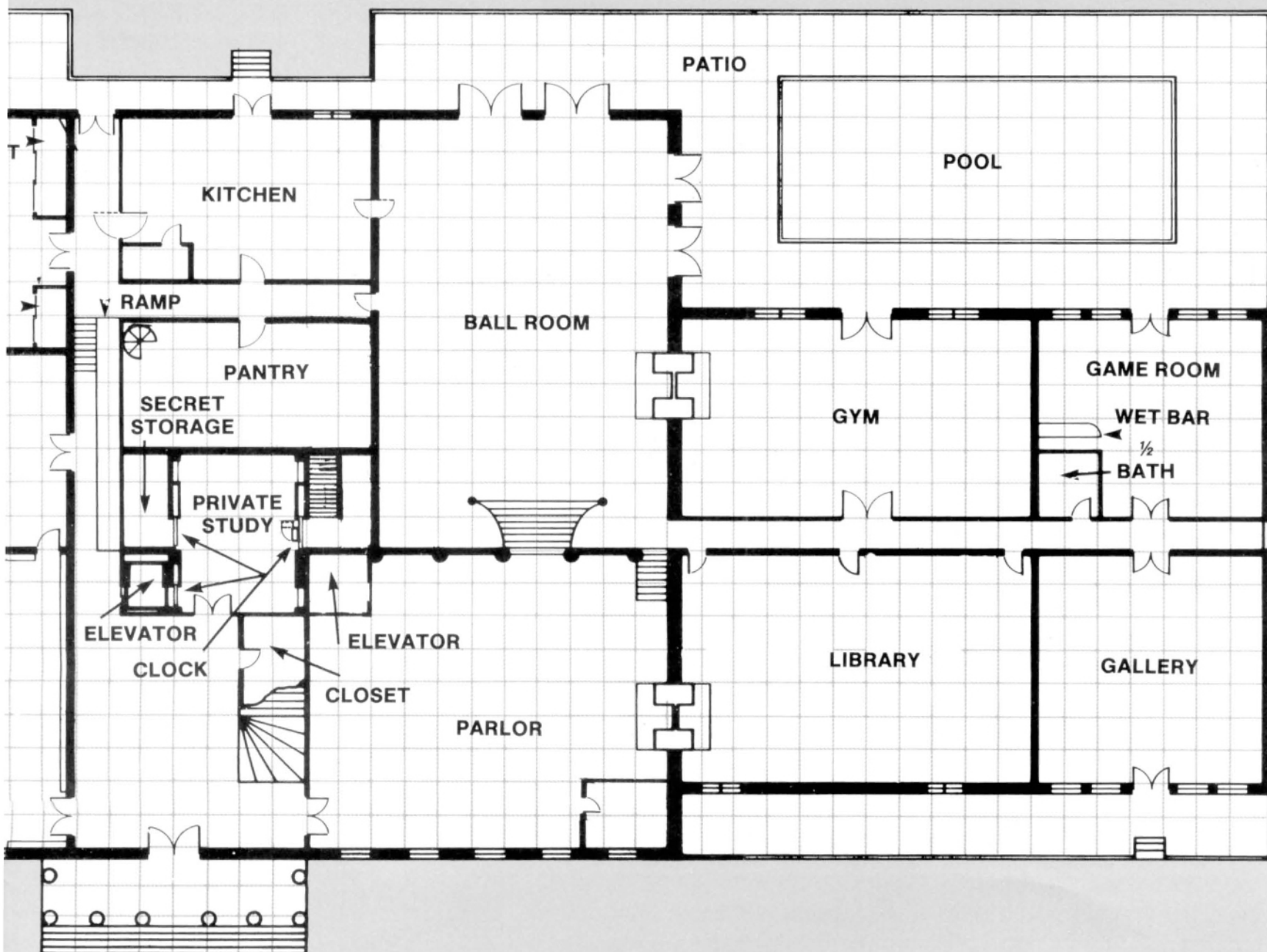




FIRST FLOOR



BASEMENT



Wayne Manor has a Security System rated at 12 APs.

The exterior walls of the Wayne Manor have a BODY of 8 APs per 10' x 10' area.

The interior walls of the Wayne Manor have a BODY of 7 APs per 10' x 10' area.

STAIRS



DOORWAY



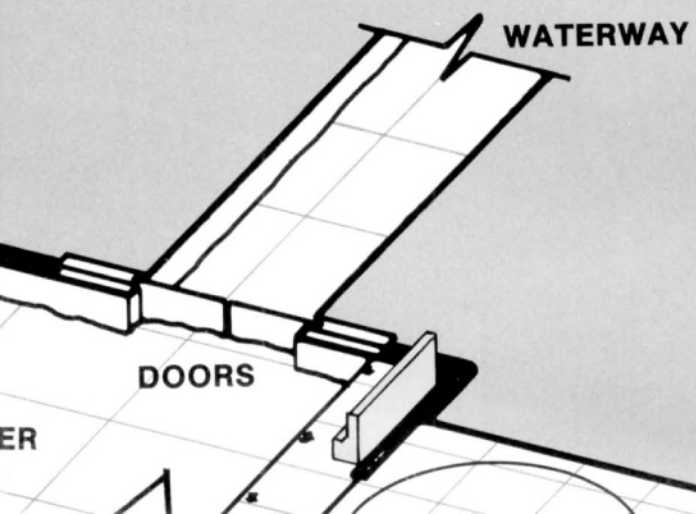
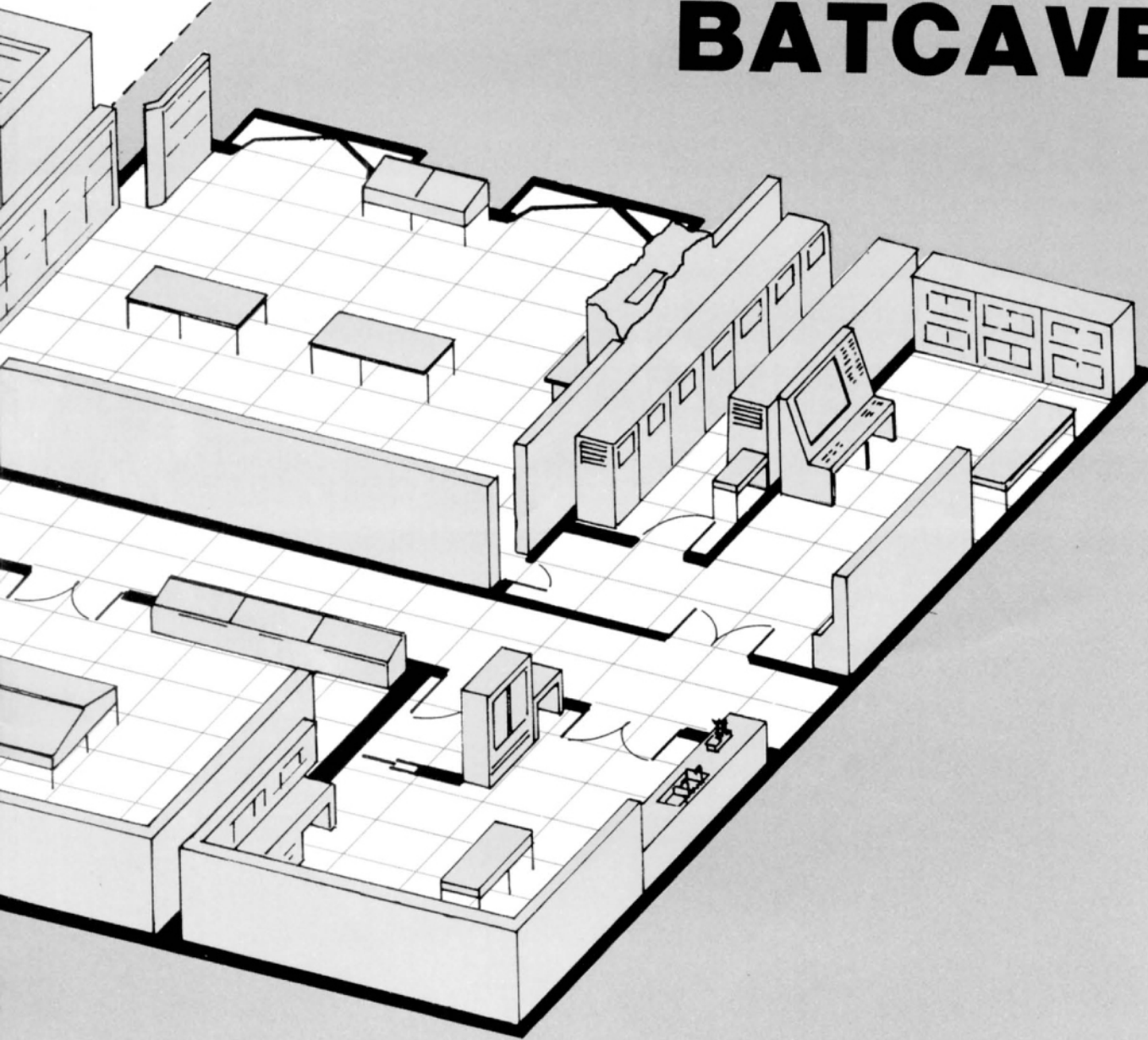
WINDOW



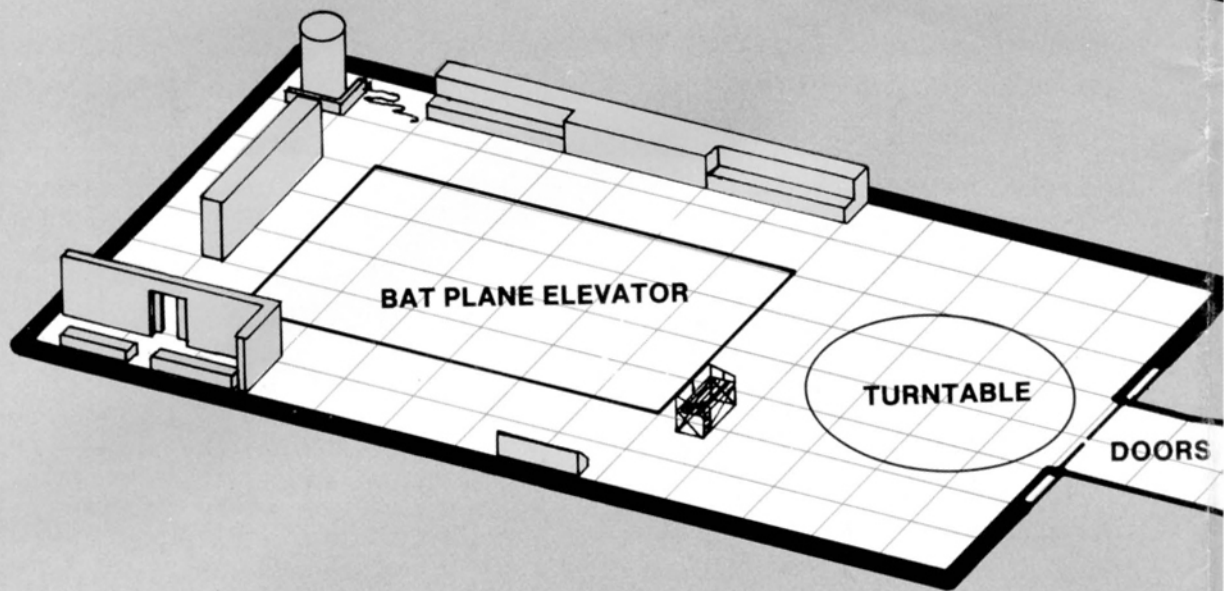
SCALE: 1 SQUARE = 5 FT.

WATER

WAYNE FOUNDATION BATCAVE



N

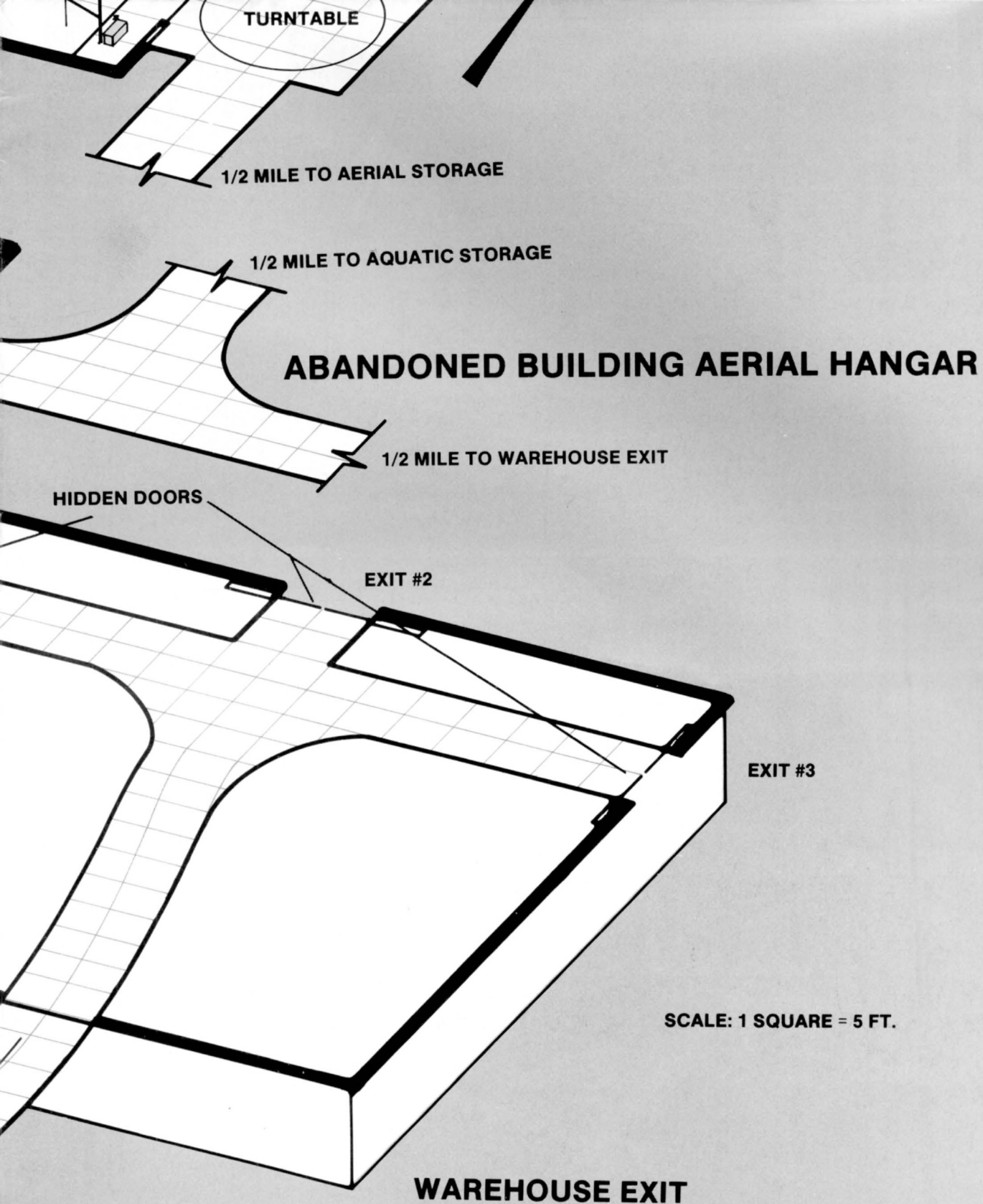


EXIT #1

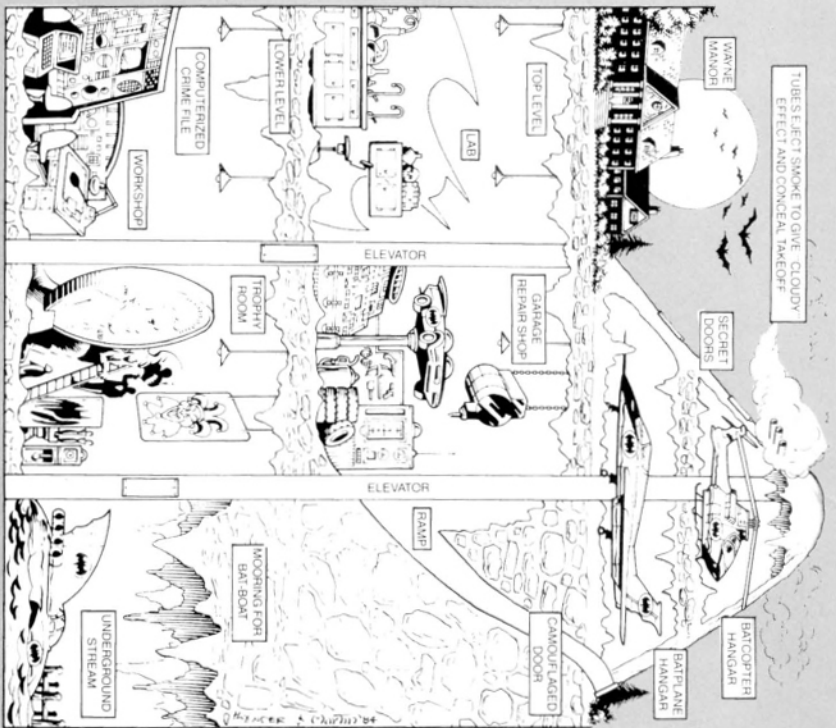
1/2 MILE TO HANGAR
1 MILE TO DOCK

RAMP UP

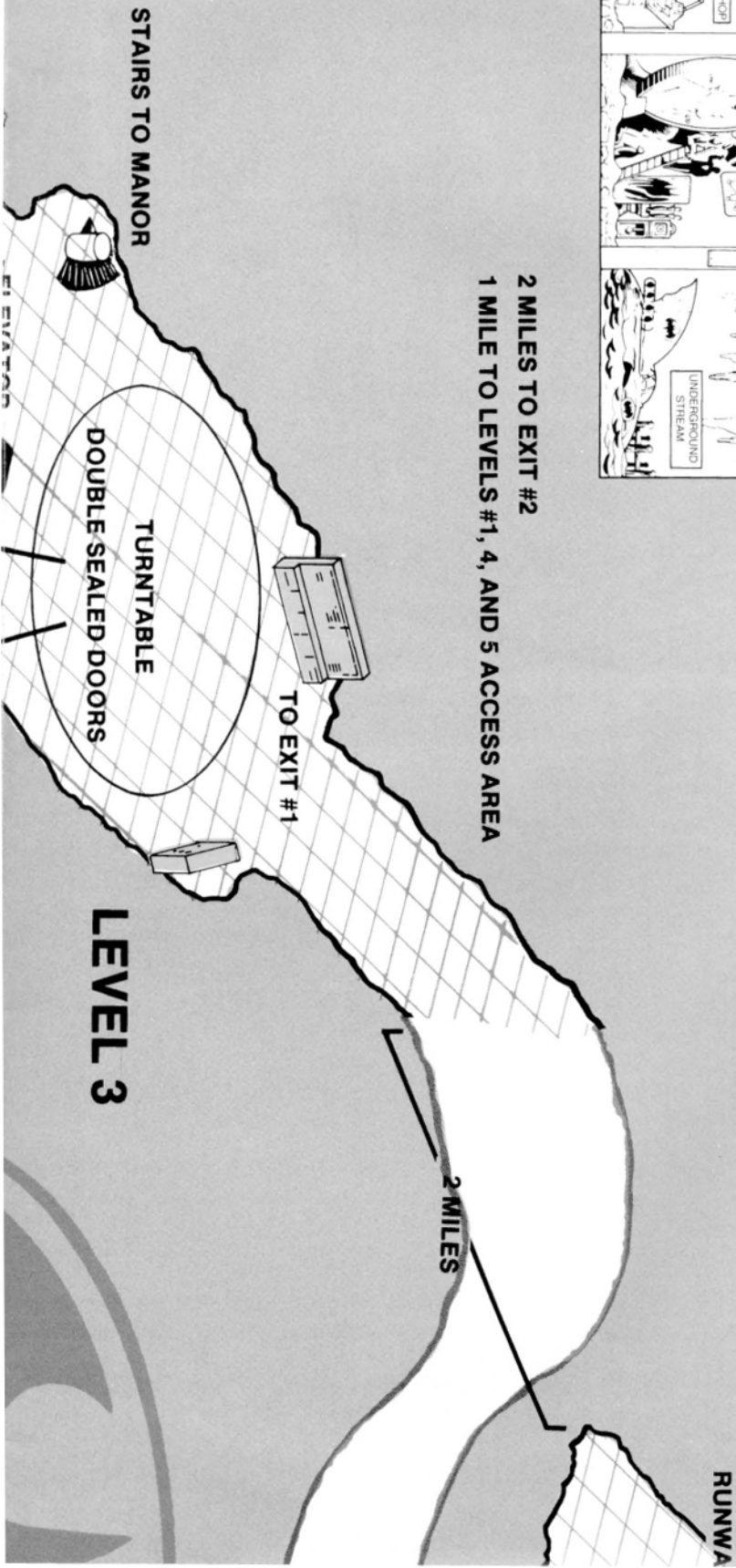
1 MILE TO FOUNDATION BATCAVE

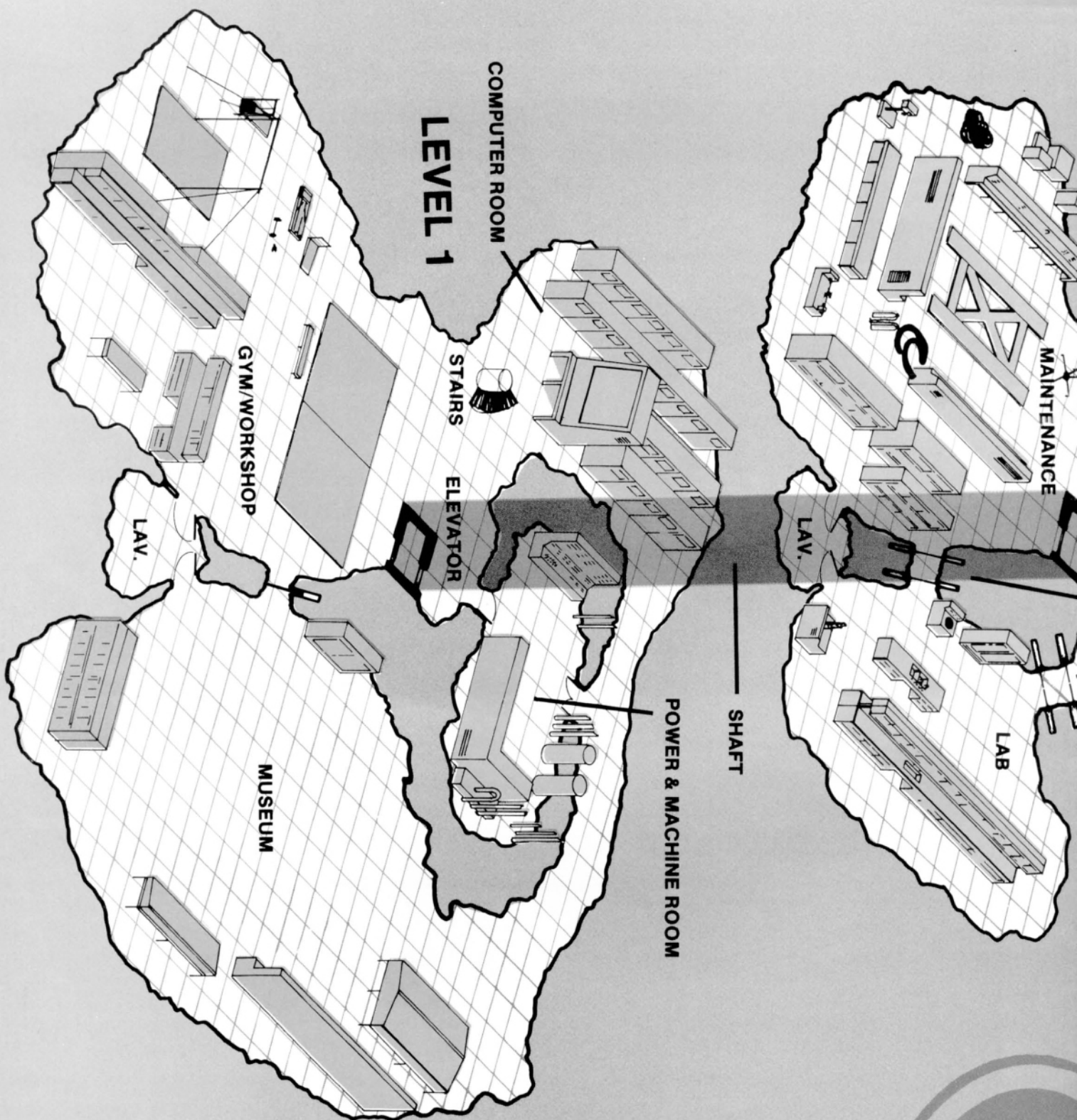


The Wayne Foundation Batcave has a Security System rated at 12 APs.
The Wayne Foundation Batcave is rated as a 34 AP Laboratory.
The walls of the Wayne Foundation Batcave have a BODY of 12 APs per 10' x 10' area.
All computer equipment has a body of 2.
All lab equipment has a body of 0.
Each piece of Garage Equipment and Heavy Machinery has a BODY of 17. Lifting machines have a STR of 9.



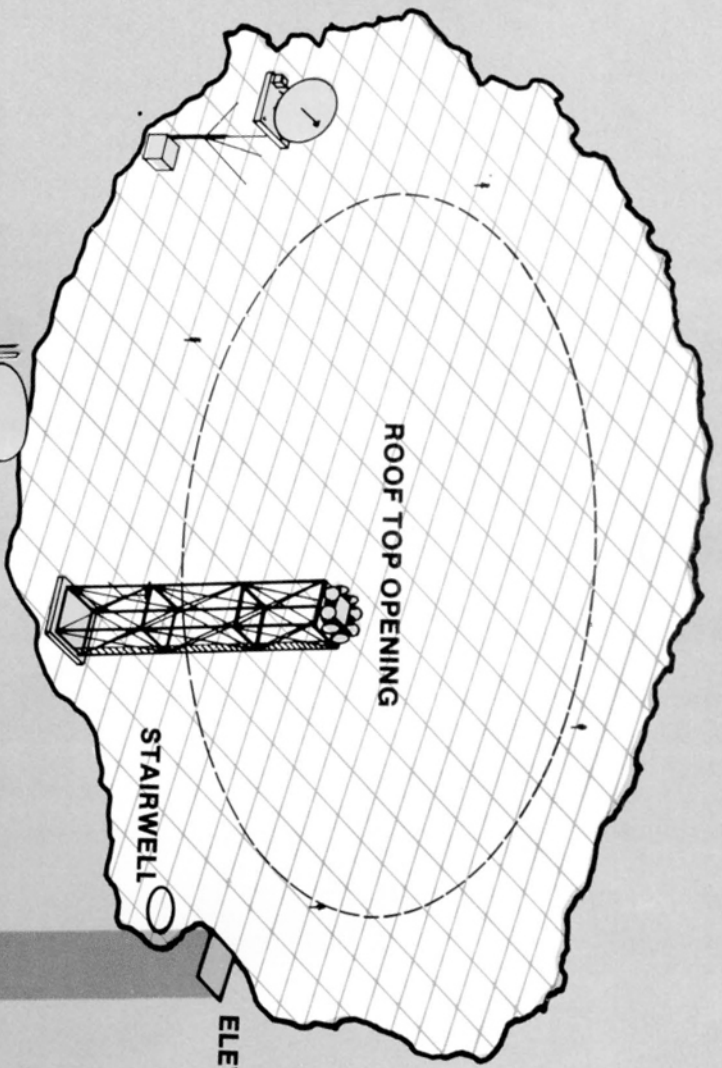
The Batcave has a Security System rated at 12 APs. The Batcave is rated as a 34 AP Laboratory. The stone walls of the Batcave have a BODY of 14 APs per 10' x 10' area. Each of the doors in the double sealed doors has a BODY of 17 APs. The stone walls of the Batcave have a BODY of 14 APs per 10' x 10' area. All computer equipment has a body of 2. All lab equipment has a body of 0. Each piece of Garage Equipment and Heavy Machinery has a BODY of 17. Lifting machines have a STR of 9.





LEVEL 1

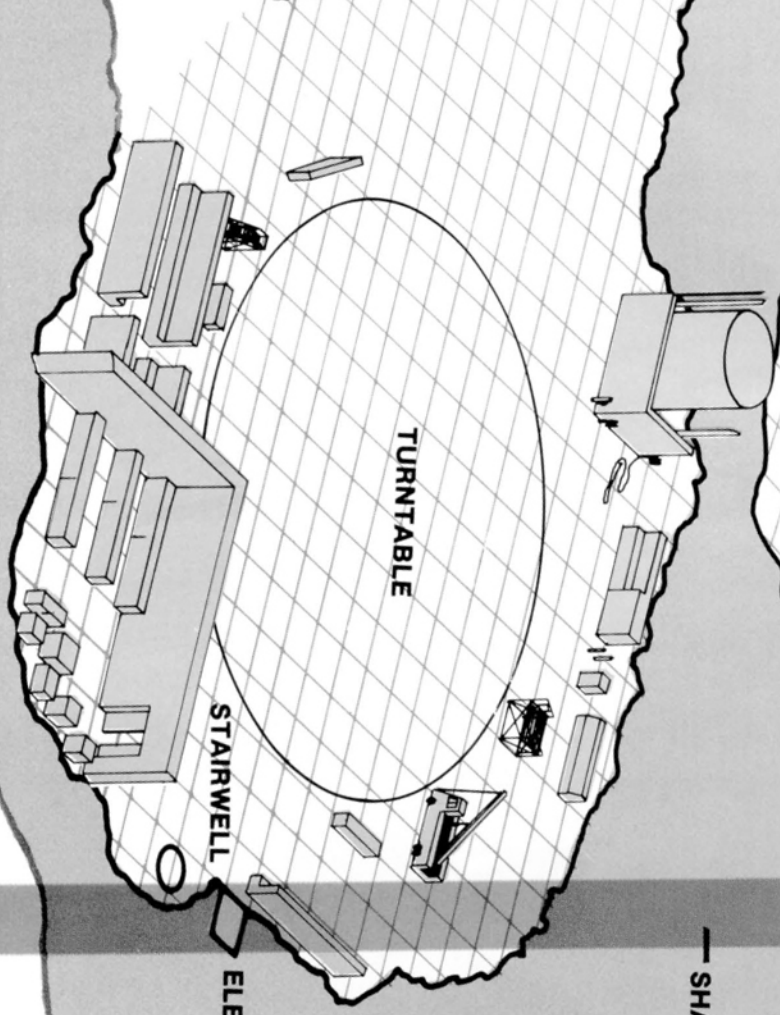
LEVEL 5



ENTRANCE

STOL RUNWAY

LEVEL 4



BATCAVE

N

LEVEL 1

WAY OUT
TO GOTHAM HARBOR

— SHAFT

ELEVATOR

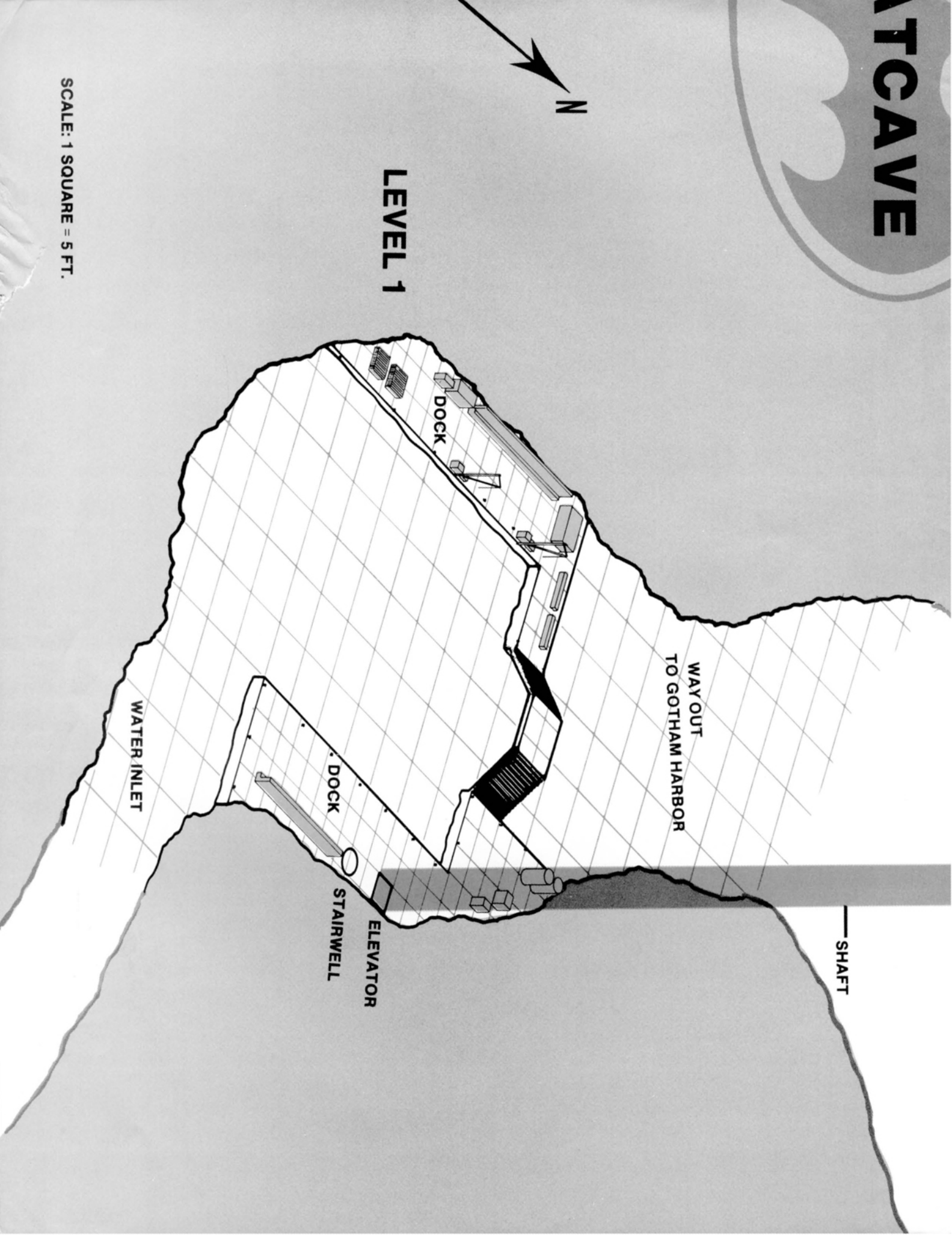
STAIRWELL

DOCK

DOCK

WATER INLET

SCALE: 1 SQUARE = 5 FT.



How to Use This Book

This book is divided into four sections: GM's Introduction, Characters, Encounters, and Places. In any of these sections, text in *italics* is to be read to the players.

Gamemaster's Introduction

The Gamemaster's Introduction provides the Gamemaster with the background needed to run the adventure.

Characters

This section contains information about the major characters, both Player and Non-Player, involved in the adventure. Heroes and villains which appear in the Gamemaster's Manual only give Hero Points and information; the basic abilities are the same as given in the Gamemaster's Manual. In addition, the information which can be obtained from each Non-Player character appears here.

Encounters

The DC Heroes Role Playing system is based on encounters. That is, the players go from situation to situation instead of location to location, as in other Role Playing games. Each encounter is broken up into at least three sections: Setup, Players Information, and GM Information. When necessary there will also be Troubleshooting, Rules sections, and/or Sidebars to help the GM run the game.

Places

Descriptions and maps pertaining to the encounters are in this section. Brief descriptions including game statistics are provided.

A Note on the Module Difficulty Rating System

Each module which Mayfair will publish will have a estimate on the power of characters. This estimate will be in form stating **For 5-7 Characters Generated using 1000-2000 Hero Points.**

To determine whether your characters will be powerful enough to use the module, add up the number of Hero Points needed to generate the Attributes, Powers, and Skills of the character, including those Powers and Attributes in special equipment that are unable to be pur-

chased. The Batman Option and Link Costs are ignored. Add the banked Hero Points and the amount of Hero Points spent for equipment and labs.

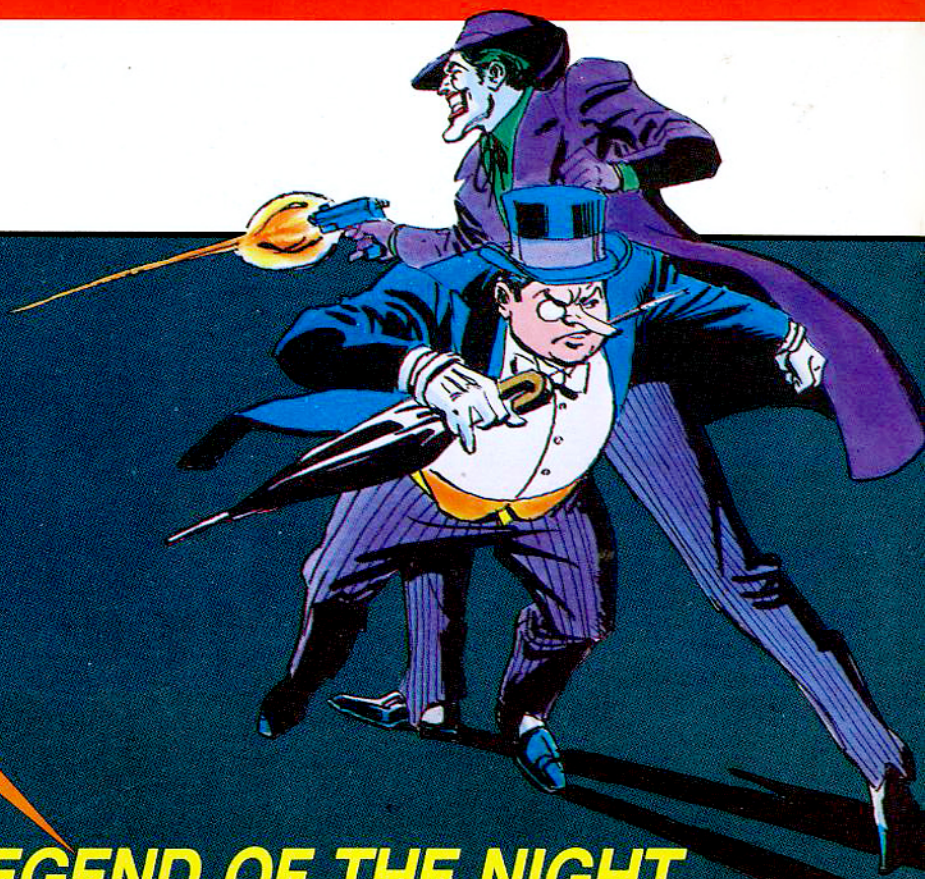
Compare the Hero Point levels to the bracket amounts given. If the average character in your team falls within the bracket, the module will likely be a good challenge for them. Having several characters one or even two brackets below the stated bracket will be all right if there are a couple characters above the bracket.

Brackets	Typical Groups or Characters
250-500	Beginning Level Characters
500-1000	The New Teen Titans without Raven and Kid Flash
1000-2000	The New Teen Titans with Raven and Kid Flash
2000-4000	Justice League without Superman
4000-8000	Justice League with Superman
8000-16000	Wonder Woman
16000+	Superman

ABBREVIATIONS

AP	Attribute Point
AURA	Aura Attribute
AV	Acting Value
BODY	Body Attribute
DEX	Dexterity Attribute
EV	Effect Value
GM	Gamemaster
INFL	Influence Attribute
INT	Intelligence Attribute
MIND	Mind Attribute
NA	Not Applicable
NPC	Non-Player Character
OV	Opposing Value
RAP	Result Attribute Point
RV	Resistance Value
SPIRIT	Spirit Attribute
STR	Strength Attribute
WILL	Willpower Attribute

Includes two complete maps detailing the Wayne Foundation Building Penthouse™, Wayne Manor™, and the Batcave™



EXPERIENCE THE LEGEND OF THE NIGHT

A solitary, dark shape presses into the shadows of a building in Gotham.™ Below, in a dimly lit alley, a signal is passed. Two men in dark suits walk toward each other and exchange briefcases.

Pictures of the transaction are taken—hard evidence is needed this time—then the miniature camera disappears into a compartment of the steel and leather utility belt.

The dark shape leaps into the air, a blur of black against the night sky, and lands in the alley next to the businessmen.

"The Batman," one gasps.

The other sneers. "I figured you'd show up, hero, so I have a little surprise for you."

Eight men step into the dim circle of light. They close in, each aiming an automatic pistol at the Darknight Detective.™

And the Batman smiles. . .

Batman, the dark detective of justice, has thrilled generations of readers. Now, the legend comes to life in *The Batman Sourcebook*.

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- Complete backgrounds of Batman's friends and foes
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